THE ONLY MAGAZINE DEDICATED TO C64 GAMES

YC

JUNE 1990 £1.95

FREE! 24 PAGE WORLD CUP PULL-OUT

EXCLUSIVE! FLIMBO'S QUEST

CUTE ATTACK

LOADS OF COMPS

REVIEWED INSIDE: X-OUT HOT ROD CLOUD KINGDOMS

FREE POSTERS FROM RAINBOW ARTS & HEWSON.

AND SO MUCH MORE IT'LL MAKE YOUR NOSE DROP OFF!!!

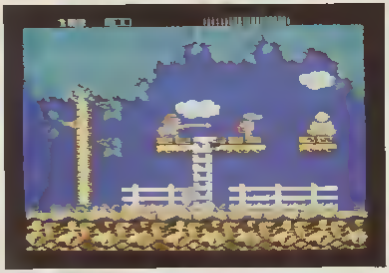
ISSN 0269-8277

DATA

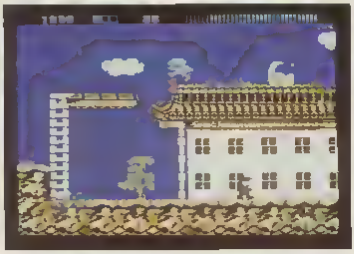
Audiogenic has signed something that has absolutely nothing to do with Emlyn Hughes Lone Wolf or scandalous footy managers. Yep it's signed its first arcade license.

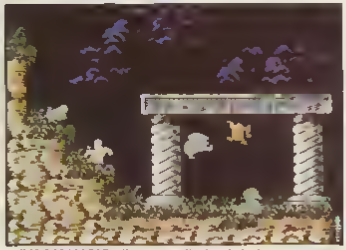
Exterminator is the incredibly surreal arcade machine reported about in our Near Zone column some months ago. Surreal for the fact that you are a bug exterminator who must literally squash the population of bugs that have taken over a quiet family like neighbourhood (a neighbourhood much like your very own).

Expect it to appear on your Commy 64 sometime in the Autumn (probably).



▲ What a small furry cute and goes splat if run over by a juggernaut? Wrong. Adrian's not small!

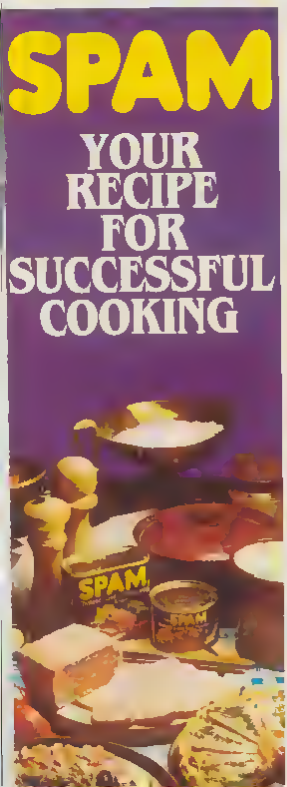




▲ IMPOSSAMOLE – the game that puts hair on your chest and lumps on your lawn!

When the going gets tough the tough get hairy. Impossamole the latest in the Monty Mole sagal

You may have noticed that we had a bit of a spam frenzy last issue well to sum up a craze we (an the country s only 64 dedicated mag) are offering a tin of spam to the lucky reader who can tell us what Spam stands for



Guess what I VE read Don t know? I ve got my hands on a copy of the film script for Robocop II written by comic suprema Frank Miller and I can exclusively reveal that the Ocean game (currently being programmed) is going to be one violent matha mainly because the film features even MORE violence/action than the prequel

It features not one but two robocops and the second one (ie NOT Murphy) has to be seen to be believed There are some wicked fitght sequences that Ocean II be lopping up

TURRICAN

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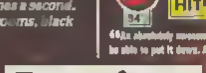
"This is a 90% arcade game – not to be missed. Definitely goes on our blast! released for the Amiga so far this year." The Games Machine

"The best 64 game of this year." C & VG



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contents

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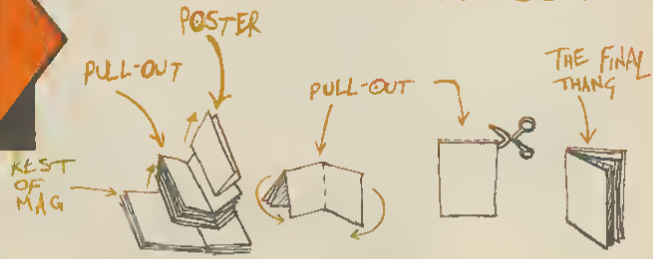

1 PULL EVERYTHING OUT OF THE MAG!

2 FOLD PULL OUT IN HALF (STICK THE POSTER ON YOUR WALL!)

3 CUT ALONG THE TOP OF THE PULL OUT AND VOILA YOU'VE GOT YOURSELF A HOLD UP BOOKLET

FEATUROONIES

COMPO

GAME REVIEWS

REGULARS

SUPPLEMENT

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PRINTER DUMP — Print out your screen [illegible] printers. VIC 20/64 [illegible]

CENTRONICS INTERFACE — For [illegible] graphics dump [illegible]

SCREEN EDITOR — [illegible] change names etc. High [illegible] "Great fun"

EXTENDED TOOLKIT — Many single keystroke [illegible] range. Extra [illegible] Merge [illegible] Renumber [illegible]

ACE REVIEWERS SAYS "I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King!"

[illegible]

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ART!

June 1990
(On sale May 4)

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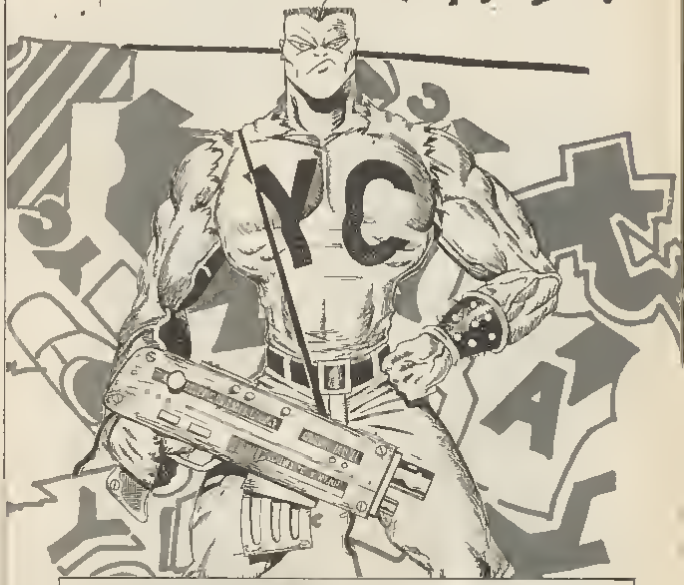


Here we are again happy as could be tum tum tum tum I've lost my sanity! Have we got a frankingly good issue for you! Have we

Yeeehhhh! Course we have! And would I lie to you? Not only have we got the best game reviews that a C64 mag could ever have but there's a pull out supplement in the middle of the mag that offers you a COMPLETE guide to football and your computer (with the World Cup just round the corner what better time to do it?)

Of course the rest of the mag is so stiffy you could stick it in the ground and wave a flag from it With Ashley now performing the honours on the games front high on solely you can be guaranteed that every piece of software is a new as a fresh egg

There is also a new regular column for those of you with a bit of get up and go and a fondness of rubber called (unsurprisingly) Paint and Rubber and features reviews of live roleplay and Paintball games plus details how you can participate yourself

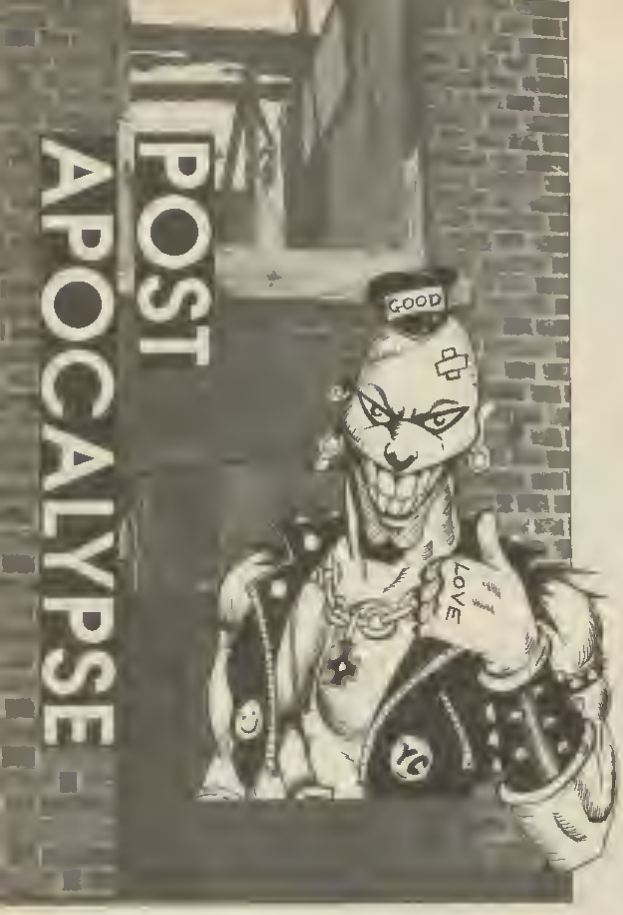
And there's yet another poster plus a few games and a demo on the cassette not bad for £1 95 eh?

Just one thing I would like to thank the following very much without whom this issue would have been very drab indeed (just like our competitors) Arsenal Football Club for the use of their ground for an hour Olympus Sports for the loan of ten quality football shirts and Wembley Stadium for the trannies

Cheers

Rik Henderson

POST APOCALYPSE



Lock up your gerbils, hide your hamsters, the postman with the mastman is here and his gun needs some serious victims. If masochist is your name and big fleshy lumps your game, then read on, read on

DATEL DREAMS

Glad to see the magazine s getting better loads of reviews and all that plenty of tips But!! No adventure section there s a lot of us out here waiting for a good adventure section for reviews tips help etc

Having got all that off my chest I bought an Action Replay Mk VI Cartridge from Datel Electronics via an advertisement in YC I had it about a week and one morning when I inserted the cartridge the computer hung up with no keyboard control I phoned Datel s technical department and they suggested that I should clean the motherboard on my C64

After doing this the cartridge has worked perfectly ever since I would recommend the A/R Mk VI to anyone especially those like me who are a bit dubious of mail order Datel is good to its word and I can t imagine how I managed without the Mk VI as it adds another dimension to the C64

Even games with no pause facility can be paused using the screen edit function Could you please give my thanks to the gentlemen at Datel who answered my query for their excellent service It s nice to say something good about a firm instead of complaining about shoddy goods bad service etc Thank you
Lee Murdie Northumberland

PA It s good to see somebody other than the YC lads that appreciates a good service when they see one The Datel gents work hard and they deserve any praise which is aimed in their direction

We do have an adventure column It s not quite as regular as ya might wish for though

SHORT BUT ABUSIVE

Oi you rat features, I was very angry that you didn t put Hackatak in the March issue I thought the article on Graphic Sex was brilliant
Sohaite Hassan Wimbledon

PA Who are you called rat features? I hope the extra extended 12 inch remix last issue more than compensated (I've swallowed a flaming dictionary) Even better stuff is coming up though read the rest of this ish to find out what

NO WORRIES

I recently bought my first issue of YC (the March edition) due to the fact that my favourite ever mag CU has now become totally Amiga The only problem I have with your mag is that it doesn t have enough colour I also have these questions
1 Will you ever cover the Amiga (I

[illegible]rainly hope not)?
3 Who the hell does Rik Henderson [illegible]inks he is?
3 Are you going to have a comic [illegible]rip?
4 Are you on drugs?
Paul Mullard Northampton

PA 1 Nope never not on your nelly would we lie to you guv! 2 The Archbishop of Stratford-Upon-Bagnor! 3 Several mate One of which is already around! 4 Nope but I m rather partial to Jelly Tots!

GASP!!!

Yo Posty!
What an ultra cool mag you ve got I goes down to my local newsagents and I see a strange looking magazine with a tape on the front Wow What is this? So I decides to buy it and well I am completely blown away by the whole shebang Not only s it solely 64 but it also has all the main features of other leading magazines
After reading every possible word in YC the first I think is hold it! This has a lot of potential I give YC 3 months to become one of the best magazines available All I can say is CU Zzap and C+VG watch it there s a new mag in town it s called Robo YC
Anyway after all this heeavy grovelling I ask you one meagre favour and that is for my letter to be printed so that my name will be immortalised into the pages of the magazine of the future
Mark Smith Nabal South Africa

PS I hope you can acknowledge my suggestions
1) More colour (or colour on the major reviews and features)
2) Adventure helpline like other mags
3) Larger Hackatak and Neon Zone
4 Compos for us overseas readers (I get your magazines one month late)
5) High quality games on tape
And 6) Not to introduce Amiga games or anything else because there is far too much coverage for that overgrown microchip
And 7) Up to date charts so we can see what s where!

PPS C rules definitely!
PPP Give yourselves a [illegible] and give me more stuff for my money
PPPPS Boy have you guys made my day or what?

PA Mark consider your meagre favour to be granted grovelling gets you everywhere

GIBBER, GIBBER, BLAAAH!

For a number of years I have been buying YC as and when it was available in the bookshops
During this period your magazine improved so much that last October with the introduction of series on the +4 computer I would have put YC at the top of the computer magazine sales list With these thoughts in mind I decided to take out a regular subscription and consequently sent off my cheque for twelve months subs
After two telephone calls to your distribution office at my expense I finally received the 1st edition a few days ago
At this point words fail me I can only assume that the editor of YC has gone completely raving mad or maybe he is suffering from some kind of senile decay because the drivel contained within the covers of YC cannot be the product of the same mind that turned out such brilliant stuff two months ago!
Please do not repeat not send any more editions to my address Regards the balance of my subscription you can use it to obtain medical help for the editor
H Dunn Warrington

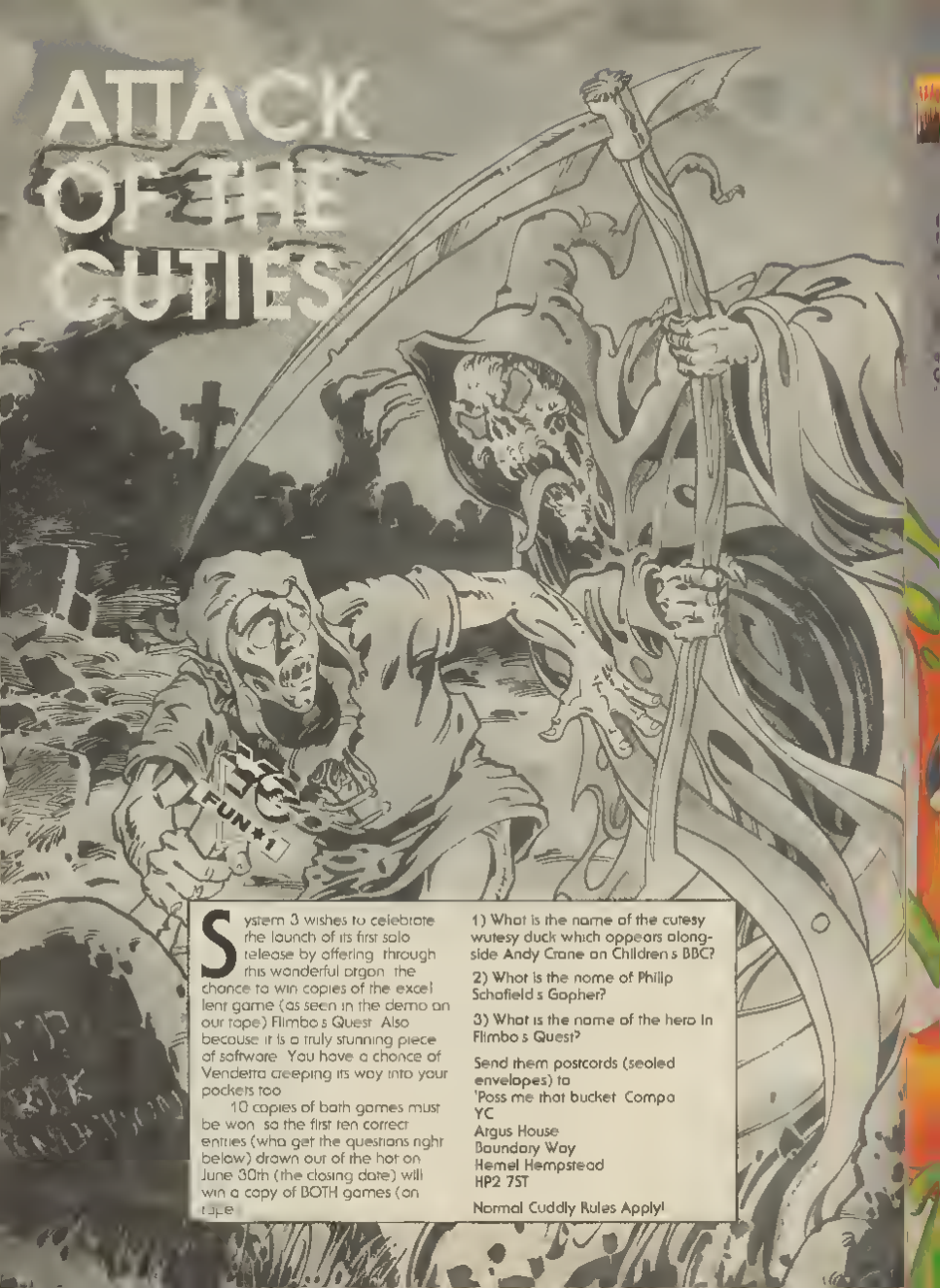
PA Consider it done Rik s been in need of some serious help for years Once his brain is straight though I think you d better watch that he doesn t tell you where to stick your money

On that highly abusive note I reckon I d better sign off (I may be hard but Rik is carbon) and I'll leave you wiv this joke What do you call a rabbit that tries to cross the M25 with a hat and socks on? Dead!

If you want to contact al posty himself (God only knows why) write to

POST APOCALYPSE
INSIDE RIK S HEAD
YC
ARGUS HOUSE
BOUNDARY WAY
HEMEL HEMPSTEAD
HP2 7ST

ATTACK OF THE CUTIES



System 3 wishes to celebrate the launch of its first solo release by offering through this wonderful organ the chance to win copies of the excellent game (as seen in the demo on our tape) Flimbo s Quest Also because it is a truly stunning piece of software You have a chance of Vendetta creeping its way into your pockets too

10 copies of both games must be won so the first ten correct entries (who get the questions right below) drawn out of the hat on June 30th (the closing date) will win a copy of BOTH games (on tape

1) What is the name of the cutesy wutesy duck which appears alongside Andy Crane on Children s BBC?

2) What is the name of Philip Schofield s Gopher?

3) What is the name of the hero in Flimbo s Quest?

Send them postcards (sealed envelopes) to
'Poss me that bucket Compo
YC
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HP2 7ST

Normal Cuddly Rules Apply!

Pipe Mania!!

ADDICTION BEYOND BELIEF!!!

C and VG Feb 1990 94%

Pipe Mania is a classic puzzle arcade game that [illegible] add [illegible] levels [illegible]

Pipe Mania is a game of great ingenuity simple in concept and fr[illegible] engrossing.

You'll need to act instinctively but think strategically.

One wrong move, one brief hesitation in this planned pipe sector [illegible] from a speedy finish.

ST Action

"Pipe Mania is a conceptually simple and [illegible] game which is ignored by addicts.

Commodore User Screenstar

"Terrifically addictive outlasts any arcade [illegible]

March 1990

[illegible] this game [illegible] never sleep again

The Games Machine Star Player Award 83%

A puzzle game of great ingenuity and addictivity. Pipe Mania is simple in concept. Tendrishly challenging in play and attractive to look at.

Sizzler

[illegible] guaranteed to drive you round the [illegible]

Amiga Computing Excellence Award 85%

A game with a game play that shines.

Game Players Award USA

Best PC strategy game of 1989"

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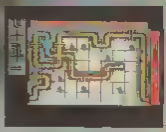

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- [illegible]

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PSET 2 HARDCOPY functions allow a choice between HIRES and the Multi-colour graphics screen dumps. The PSET command allows the user to define an alternate printer port and select a new printer port.

PSET 3 TPSON printer set

PSET 4 HARDCOPY setting MPS801 etc.

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F COMPARE
D DIS
ASSEMBLE
T TEXT
C CD
H HUNT

N EXPT
L LIST
F FIND
R REGISTER

S SAVE
T TRANSFER
X EXIT
W WALK
B TEXT
> DIRECTORY
DOS Commands

PSET B Set the screen border colour

PSET C Set right margin, paper and sending control codes

PSET T Allows the user to define a number of tabs

PSET U Allows the user to define and use the Lineprintable

PSET S Sets the screen colours, adds a HARDCOPY switch and a Bell

PSET L Adds a line feed after a carriage return

PSET D Sets the screen

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A BUITER-FUL GAME

In the first [illegible] reports from [illegible] **Paul Rigby** speaks to Karl Buiter program [illegible] Sentinel Worlds I

Mayday Mayday Caldarre do you receive? This is the transport barge New Moon out of Narjoenn town We have been attacked ( ) like nothing we've ever seen ( ) out of nowhere ( ) losing fuel hurry Caldoare we're sitting ducks out here Mayday Mayday ( ) Oh No Oh my God They're coming back (end of transmission)

Karl Buiter has a fascination for [illegible] Hitchhiker's [illegible] official release [illegible] Infocom's Starfleet was never [illegible] though it was released for the C64 The game followed NASA's plans for the next 50 years of space exploration His inspiration for EOS and ultimately Sentinel Worlds was the film 2001 A Space Odyssey Now I don't know about you but this film foxed me sideways Karl understood it (I'll have to ask to tell me what it's about sometime) and it became along with movies like the Star Wars Trilogy the catalyst for a career in games programming As Karl says himself

It's something that I'm starting to specialise in Being involved in one topic you become expert in it Naturally you become involved in the next project in the same area as it's easier to make that jump

The actual idea for Sentinel Worlds (from which the leading paragraph comes from) came from a book Karl was writing at the time The plot was re-used for the design of a table top RPG So after EOS was finished it proved tempting for Karl to utilise the story for the basis of Sentinel Worlds The plot was highly modified mind you as many additions and changes were made while basic ideas such as place names and characters were kept

The intent of Sentinel Worlds was to follow the concept of the re discovery of magic

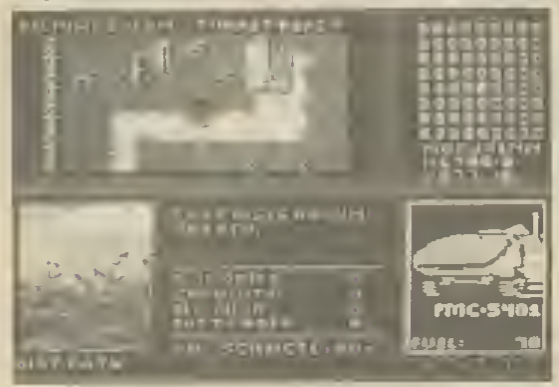
This merging of the D&D and the science fiction world is an intriguing concept but scattered with many pitfalls that Karl has largely managed to avoid with great aplomb When Sentinel Worlds appeared there were scattered comments about the underlying similarity between it and Electronic Arts Starflight

I think there's some natural similarities But it's almost like comparing two Dungeon and Dragon type games There's obviously going to be similarities in character development what they can do etc With regard to combat I took a different approach as I went for real-time action a faster dog fight type of mode rather than a slow strategic approach that Starflight took Other similarities may have come from

[illegible] both [illegible] get a whole [illegible] the s the bounce-board for ideas. So it's likely that the [illegible] philosophies will appear. There's no conscious effort to copy anybody, though.

There have always been fantasy role playing games. They're everywhere! From the States, Europe and the UK. Single character party-based, they come in big boxes, small boxes, cornflake

concept that without technology the story does not exist. I think we're talking heavy SF book type plots here. If that is the case, great! We could do with some originality in the RPG scene. Karl wants to increase the involvement of characters in his future work. The use of interaction, for example. This would be to the detriment of combat of course – well something's got to go. However, some combat will stay. As Karl says, it's got to be a game. There must



▲There's a little house on the prairie, and if I see that little girl with the pigtails, I'm gonna pull 'em off!

boxes. So was there a need for a SF RPG to try to resurrect some form of balance? Maybe offer some form of choice?

Computers and science fiction go hand in hand. You'll find the same kind of crowds. I think there was a need, I think there still is a need. I think with my next product I'll address more of that need of true science fiction-type games. Has anybody really addressed the true science fiction audience? People who read Asimov and those kind of books. There has been a lot of effort to create games which star an evil antagonist. But in the true science fiction sense there isn't always that evil antagonist. Rather, there is some sort of problem which involves technology, or which involves science and technology in the plot. As an industry as a whole – science fiction is largely untapped market.

By technology, Karl means that the story involves it to a high degree. Not just introducing technology by using objects but the

be an element of action to spur the adrenalin. However, too many RPGs rely on combat to see the player through the plot. This form of game is generally the product of a barren imagination. I've played too many RPGs of this nature and generally they bore me stiff. Yes, even killing gets boring after a while. Another head blown off? Yawn. Is this the genre that Karl wishes to distance himself from?

Returning to Sentinel Worlds for a sec. I was most impressed with the game. However, no game is perfect, so now was the time to get all of those pent up troubles off my chest. Who better to discuss them with than the author. One of the character attributes in Sentinel Worlds is Charisma. My query was, does it do anything? – it didn't seem to matter if this attribute was high or low. A bug or an unused section of the game or what?

It's very subtle. It extends the length of conversation that you may have with each individual. It's something which is hard to analyse

thro[illegible] a low charisma [illegible] a shorter conversation [illegible] may be that the [illegible] there normes deep. If [illegible] got what they wanted [illegible] conversation real early [illegible] Chal[illegible] play, a [illegible]

[illegible] nagging trouble I had was with some of the outdoor sequences, journeying in the ATV for example. I thought that some of the [illegible] were a little bit long and repetitious. A similar drawback appeared when you were on a planet and you tried to lead your team through canyons and so on. I found it [illegible] manoeuvring [illegible] around obstacles.

At the [illegible] somewhat important [illegible] at it from a designer, [illegible] player, point of view. [illegible] everything has to be in [illegible] Planets [illegible] to be huge [illegible] size [illegible] thinking that a RPG was a real [illegible] of the world. My next game will have smaller planets. Challenges will be more intellectual, they won't be oversized. In fact, my philosophy has changed quite a bit since Sentinel Worlds.

Right, [illegible] criticism. I did think the [illegible] was well done. [illegible] developed?

I was [illegible] by the yes/no qu[illegible] many games [illegible] much more of a conversation system. When you look [illegible] you realise that a conversation is just a set of possible questions and another set of possible answers. Once you pass through one answer that answer's going to lead to another set of questions. Forming a natural tree system, using a set of paths which lead to another set of paths.

One of the most enjoyable aspects of the interaction system is the atmosphere. Development of characters is [illegible] important and often [illegible] ure of RPGs. Se[illegible] effort to inject [illegible] atmosphere. This atmosphere is even more [illegible] which is by design. [illegible] said that his next game will have an advanced conversation [illegible] fact, he described it [illegible] network where you can [illegible] conversation path, come [illegible] back [illegible] and so on as you [illegible]

[illegible]

P[illegible] Well [illegible] I'm sure you know. Many companies have a variety of solutions to the dilemma Karl. Instead of introducing a codewheel system favoured by many other Electronic Arts programs, decided to have a paragraph book (also seen in Wasteland for example). The theory being that the game would prompt you or certain times to read a section of the booklet provided. As well, has having a certain amount of protection into the game. It also gives the perfect opportunity to [illegible] write a lot of text! Every time you name a word you lose five or six bytes. So I thought - right I can't develop the conversation and get involved with the story. So the paragraph scheme also provides a benefit to the player. I think it's a lot more interesting than a codewheel and so on.

I also like the graphics in Sentinel Worlds. These were done by a freelance artist called Mike Kisaka whose past work includes Skate or Die. What control does an author have over the graphics? As Karl created the gameworld he must have a good idea of what his characters should look like. So what sort of communication took place between author and artist?

I created a description of each picture, what I wanted to show, what kind of person is he/she and so on. He was working mostly on his own though, working from those [illegible]

A[illegible] Well [illegible] a closet Phil Collins. Bit of a whiz on [illegible] tracks. Dave produced a [illegible] tracks, which worked well [illegible] technology.

The technology required a certain amount of timing using instruments that had very long or short lengths. So you get the effect of more than one instrument playing at the same time. What it really amounts to, though, is music - in which you have a melody and then you pop in short drum beats. It works well. We on interest in music. Definitely in the future I'll be doing quite a bit of the background on the next product."

Looking back (ah nostalgia) I asked Karl if, at the time, he wished he had included features that never made it into the game, or enhanced features were included.

I wish I'd spent more time on the magic system. That should have been a lot more developed. I wish I'd spent more time with the ending of the game. The magic combat part of it could have been more evolved. It still works well but I'm just a perfectionist in that respect.

Right. Karl's been referring to it throughout the interview, dropping a fact here and there - what about this new game, then? Is it a Sentinel Worlds sequel or a totally new product?

Originally, it was Sentinel [illegible] 2. It [illegible] exploration [illegible] It will [illegible] same sort of [illegible] as Sentinel Worlds but a [illegible] more [illegible] exploration of [illegible] [illegible] ing many [illegible] learned in [illegible] years. Whether or not we'll continue the pure storyline of Sentinel Worlds 1 has to be explored and is still under consideration. Although this new game, the stand-alone product everyone who has played Sentinel Worlds 1 will recognise the game. The story line is a lot more science fiction one doesn't involve magic.

So what's it all about, Alfie?

What's it about (there then followed an extended silence that included lots of thinking noises). Well, I can tell you much more of the game has within it, [illegible] out giving too much away. [illegible]'s much more of a conscious [illegible] or creating a storyline without a [illegible] antagonist. Actually there is [illegible] and people will find it [illegible] hoping. But the resolution of the problem is not handled through killing, rather through technology and science.

There is, however, a secondary storyline with a traditional evil antagonist. There was going to be aliens in the game who will have their own personalities and culture. There is also a number of smaller plots to give people an interaction from the major plot. These [illegible] are not the collect ten pieces of a stick type problems. There are more involved in what the character does as an occupation. The main mission can be solved without any reference to these sub missions. The overall game is by no means linear. You can take any number of directions. The game is not really any bigger than Sentinel Worlds. It relies more on quality rather than quantity.

Ah, quality. A word not often used in the software industry. Sentinel Worlds, while by no means perfect, has got a high level of quality to it as well as addictiveness that draws you back again and again. Karl's new project is an exciting prospect. The pure science theory he proposes is very intriguing, especially if you combine this with a high degree of character development. If all is well, we should see a highly original, in depth game. One thing's for sure though, it'll have a funky background beat to it!

▲ I don't like the look of his face. I'm gonna smash him up with a baseball bat. Oh, it's a mirror!

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To start with you have to sign in Then you are faced with as motely a crew of hopeful youngsters that any real manager has ever had to choose from They will want to negotiate their contracts on the spot though as new hopefuls you can probably take advantage of them at first The contract consists of a minimum world ranking minimum number of bouts and average percentage of purse for the following year This contract is reviewed each year and as a fighter gains experience the negotiations will become more and more fierce

Once you've got your troop of merry men you can start fulfilling their contracts by setting up some bouts Grab the phone and a list of other managers will be displayed Each one has five fighters in his camp of various placings in the world You can arrange a fight between one of his fighters and one of yours but if the fight is mismatched he won't agree to it Once a potential fight has been agreed on then a deal over the purse has to be bargained for If you're too greedy then he'll tell you and after three attempts he hangs up refusing to speak to you again

Assuming all goes well around the negotiation table you can start training schedules for your boxer To get them to the peak of their physical condition every day will need to be carefully planned The training methods are punch bag sparring, ring work road work and weight training These all affect a different aspect of your boxer's abilities. A quick trip to the physio will give you a latest report of your fighter's strengths and weaknesses

Day by day, the running of the business is all down to you If the phone rings no one else is going to answer it Post won't open itself either There are two boards of control for the boxing world who have to confirm the legality of each bout by post As well as the physio and trainer there are scouts who you can assign to spy on potential opponents

Goliath sensibly opted to use commentary instead of a graphical fight sequence and it works very nicely indeed Between rounds your boxer's physog is displayed sporting any cuts and bruises he may have picked up You have the responsibility for picking him up using your adrenalin water bottle sponge and cold iron The commentators give a rough estimate of who's up on points but if the bout goes the distance expect to chew a few nails whilst waiting for the verdict

Very compulsive dangerously addictive refreshingly different and nicely presented

If you like management games and don't like the added hassles of handling finances (there's none of that here) then it's an absolute must Send a copy to Tyson He might learn a thing or two

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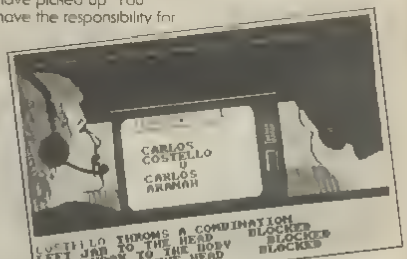

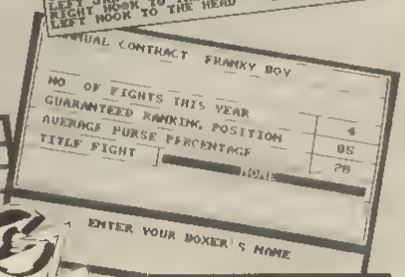

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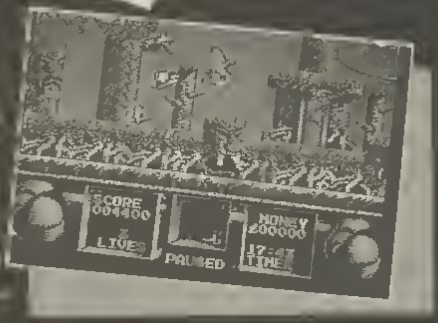
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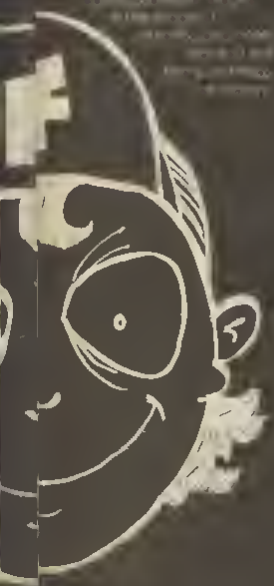


Supplier: Ocean
Price: £9.99 (Cass) £14.99 (Disk)

Bub and Bob are back!! Yes, Bubble Bobble fans, dust off your joysticks and prepare for more marathon gaming sessions! The good news is that the game is just as great, just as addictive and just as cute as it's predecessor. The bad news is that Bub and Bob intrepid bubblers of the prehistoric world have been changed from dinky dinosaurs to chubby cherubs. The scenario is thin to say the least. It looks as if the programming was the priority because there is no real reason for the famous due to be there other than to face the fresh challenge. Sounds good to me.

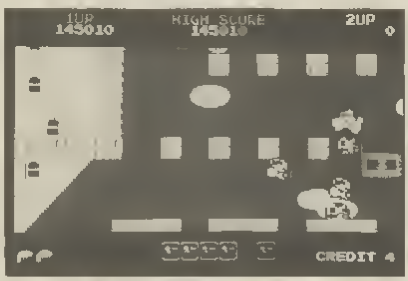
In case you missed out on the original Bubble Bobble game, Bub and Bob had to take on myriads of evil monsters and eat as much food as possible. It was a game of real high scoring action. Rainbow Islands retains the same atmosphere of frantic action and point grabbing tactics. Bub and Bob had to work their way to the top of each island. There are seven islands in all and each has a different theme: insects or monsters or whatever. The game loads level by level but this doesn't take very long and you'll hardly notice the pause.

The islands are made up of platforms. The idea is to reach the guardian of the island at the top of every fourth screen. Whichever hero you are yo[illegible] they are extre[illegible] to control. They [illegible] and jump as usual but their weapons have been changed into rainbows. These take some getting used to. Rainbows can be run along and jumped off to reach higher platforms. They can stack on top of one another to form ladders. Casting a rainbow along the ground sometimes reveals extra fruits to collect.

Monsters are knocked out by being hit with a rainbow. These then form fruits, jewels or powers. Falling on top of rainbows breaks them and sends them tumbling down the screen. This shower of rainbows kills any monsters or collects any uneaten food for you. Finally, rainbows can be cast at food or objects to collect them. There are seven different jewels to collect. Grab one or more of each and you will be awarded a bonus life.

There is a strict time limit on each screen. Hang around for too long and the 'Hurry up' message appears. Then water starts rising up the screen and the monsters turn an angry red and move faster. Our heroes die on contact with a monster and they can't swim either! Reaching the top of the screen is rewarded with a huge chest of goodies that falls down to spray its contents all over the place. These can be collected for bonus points.

The powers are very useful indeed. Shoes speed up your movement considerably. Yellow potion pots speed up the casting of rainbows and red ones add to the number of rainbows cast at once (up to three).



▲ Looks like he's got a case of cut lip!

▲ Up above the trees and houses

There are also super powers that pop up from time to time These might grant huge bags of cash for big bonus points or a really deadly power to destroy large amounts of monsters Stars explode when collected and the shrapnel kills any monsters it touches

Fruit and veg litters each screen Collecting gigantic amounts of it is the way to massive scores and more can be found by careful use of rainbows The game is a frantic race for points in the two player mode Gameplay wise Rainbow Islands is dangerously addictive Once you get the hang of the subtleties of rainbow use you'll be absolutely hooked The island's guardians are suitably tough and a worthy challenge to Bub and Bob's rainbow casting skills

The game has been beautifully designed and programmed Every character from the monsters to the fruit is superbly drawn and brilliantly coloured The whole game bears an uncanny resemblance to an explosion in a jelly tot factory The screen scrolls upwards very smoothly and there are no flickers no glitches nothing It's very hard to fault a game which is so great all round My advice is to buy it once you've finished reading this Then get it home load it up and prepare to play for hours and hours Oh the sound is good too If you only ever buy one game for your 64 make it Rainbow Island

ACC

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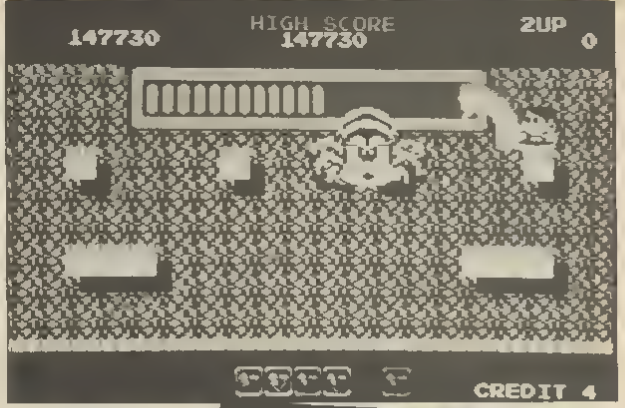
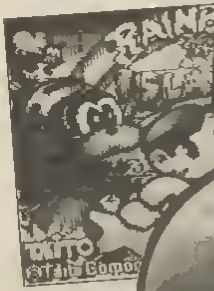


▲ Er Zippy There's a big spider in the bed!

It's a goal Bungle! ▶

▼ This guy bears a remarkable resemblance to Ash!



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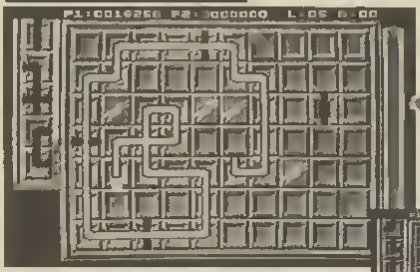
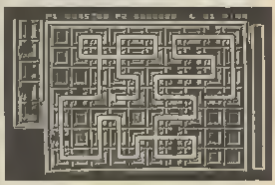
FUN ★ 1





If someone gives you a piece of piping you have three choices. You can get out and mug someone, become a plumber, or play Pipe Mania. I would recommend the latter as mugging is criminal and although being a plumber may be lucrative it is unlikely to be as much fun as Pipe Mania.

The water has started its journey and in a mad dash against the flow you must lay pipes which give you points and keep the water moving. Placing any connecting pipes on to the grid would be all too easy so the program selects the pipes and you place them. Forthcoming pipes are shown in a vertical list, the next pipe to be placed at the top of the column. When placing pipes you must ensure that you do not lead yourself into a dead end. If the pipe you require is not next in the list you must plan ahead and place the piece elsewhere or place the next pipe over the top of the current one. Doing this shows a small explosion and a small loss of score is achieved. The problem with placing pipes in places you expect to go to that at the end of the game any unused pieces which have been placed on the grid are deducted from your score.

There are several ways to gain bonus points. The easiest (and only option available on lower levels) is to place a cross-pipe and lead the water flow back through the pipe at a ninety degree angle. On later levels sections of pipe are placed on the grids by the computer, running the flow through these sections gains points as does using the reservoirs which also slow the water flow when filling. The higher the level the faster the flow and the more manic the action. You do have a limited amount of time before the flow starts but this also changes as the levels increase. On higher levels you also find obstructions such as fish or damaged sections of the grid, both obstacles making that section of the grid unusable. Other unusual features include ending points for the flow and holes in the grid walls (leading the flow into one of these causes it to enter the screen via a similar hole on the other side of the grid).

When two players are participating each seeks the advantage while ensuring that the flow continues (if it stops both players lose). The winner in the two player game is the one with the most full pipes when the flow stops. A useful tactic is to divert the flow away from your fellow player's pipes and with any luck they won't notice until it is too late.

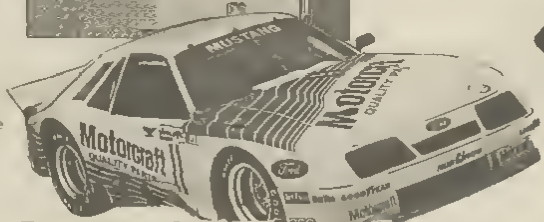
A fun game with some nice touches and the two player mode is likely to lead to many a poke in the ribs. A worthy offering, one that aims and does please.

AP

Supplier: Activision
Price £9.99 (Cass) £14.99 (Disk)

89%

FUN ★ 1



HOT ROD

The tension mounts Three jelly tots stand between you and the World Championship The first red jelly tot lights up Rev up the engine The second red jelly tot and it s time to check the gear The green jelly tot and you re away! Squeal and scream of tyres as you leave half of them behind you on the grid

No I m not describing the rush to the newsagents when the new YC comes out I m describing the latest arcade conversion from Activision The game has little resemblance to a packet of jelly tots other than the fact the graphics are brightly coloured Don t let this primary fault in the game put you off though because it s otherwise a great little wheeze

For starters the game can be played by up to four players This brings the spirit of competition somewhat to the fore! To fully utilise the four player option you re going to have to invest in a joystick splitter lead and of course find three other maniac drivers with no sense of sportsmanship The idea is very similar to the Super Sprint arcade game You have to beat the opposition over the finish line any which way you can This needs to be done as quickly as possible because you n only have a limited amount of time but y also have a sparse fu supply as well

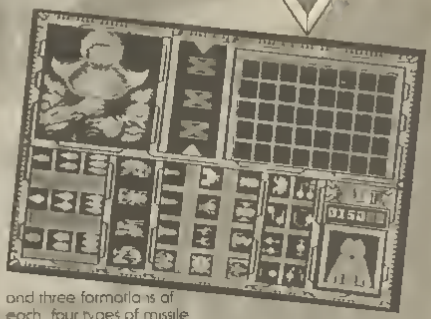
The screen scr smoothly aroun car This means anyone a sig distance be ra go off screen bad news for the at the back bec lose fuel and ge

[illegible] the leader [illegible] because the bo [illegible] er now has a [illegible] hable chance of [illegible] oming the leader [illegible] ch track there is a [illegible] hortcut This is alwa dangerous option because the short generally consist motorways or Get hit by a co and you lose m

The cars that finish the course [illegible] warded with cash

[illegible] be [illegible] up the Ho [illegible] and able include improved tyres engines and bodywork This in means means that you better chance [illegible] ng the next rac [illegible] h As well as wi [illegible] es extra cash c [illegible] icked up on the [illegible] find extra fuel for [illegible] as well Any [illegible] left at the end [illegible] gers carried over [illegible] to [illegible] in the next

[illegible] original a [illegible] rting but [illegible] er options potential f [illegible] the gam [illegible] ng enough you at it for Car racing [illegible] it now then [illegible] ystick split [illegible] least it w



Supplier Rainbow Arts
Price £9.99 (Cass) £14.99 (Disk)

It's 2019. You're a top fighter pilot who has just been laid off because of old age. Who said that life begins at forty? Anyway, the chances are that life as we know it will never be the same again. This is because of a jolly nasty bunch of aliens who are living under the Pacific Ocean. They're not content to wait for the greenhouse effect to drown the entire Human Race. Oh no, they're going to speed up the process by making the seas rise from below.

Now this is good news for drought ridden third world countries but bad news for everyone else. That's why they've contacted you. After all being down on your luck, broke and unemployed you're the ideal candidate. As well as being a damn fine pilot. So the lure of hundreds of megabucks has convinced you to beyond the pose of claiming to have saved the world that you should do the job.

The very nice men at the UN have kindly lent you 15,000 credits to buy equipment with. There is a great build your own underwater death machine shop to spend it all in. This appears at the beginning of each level and the points which you have accumulated can be spent as credits. There are four different ships. These cost between three and seven thousand credits and differ in design and the amount of extra bits you can add to them.

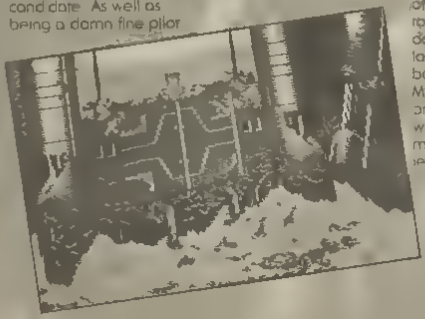
These extra bits are very varied and quite interesting. There are three types of cannon and three formations of each, four types of missile, four special powers, unintelligent drones and eight types of modules. The drones act like bulldozers, flying in straight lines and blasting away. The modules fly in set patterns, little circles and lines and destroy anything that hits them. The powers are smart bomb, flamethrower, lightning bolt and claw arm.

All of these extra features add greatly to the game's appeal and lasting interest. There is plenty of action in the game proper, with loads of flying and static hazards to blast into little bits of dogfood. There are very large subs that blast big balls of energy at you. Missile launchers lob vast amounts of flak in your waterspace(?). At the middle and end of each level there lurks a power above all others. These guardians will do their utmost to stop the deadly flow from your guns.

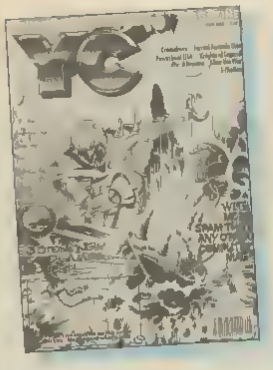
The game is technically superb, with terrific sound and great graphics. Although they are quite dull-looking and the missiles are jerky, the scrolling of the screens and the general movement is very nice. Although I tend to avoid comparisons with Amiga versions, this is very true to its elder brother and retains almost identical playability.

Shoot em up fans will love this game. It's the best ever blaster on the 64, and very good value for money. Amazingly addictive and extremely playable. Get it, seal yourself into your bedroom, draw the curtains and blast off.

ACC



94%



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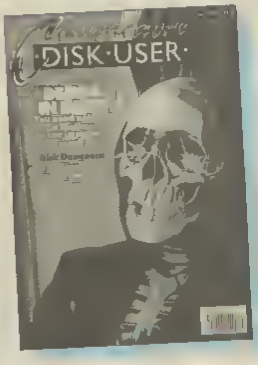

YC

Published Monthly – SUBSCRIPTION PRICE £23 40

Having firmly established itself as the top C64/C128 publication YC is every 64 gamers dream It is crammed pack full of incredible competitions, wonderful features free posters exclusive reviews wacky articles and quizzes, and more in EVERY issue

As if this wasn't enough on the front of each and every magazine is a free cassette full of games games and more games making YC the best magazine for Commodore users around!

COMMODORE DISK USER

Published Monthly SUBSCRIPTION PRICE £33 00

COMMODORE DISK USER is the answer to every Commodore computer owner's dream The disk supplied with the magazine contains a variety of ready to use high quality computer programs no more lengthy typing in of listings The scope of the programs is wide varying from games to business software and high-powered disk utilities and the disk would retail for at least £50 00 if bought independently

Of course that isn't all The magazine has disk contain ng full and comprehensive instructions for using the disk is a complete computer journal in its own right, with news reviews programming competitions and general interest features

YOUR AMIGA

Published Monthly SUBSCRIPTION PRICE £18 00

YOUR AMIGA reflects the sophisticated image of the latest machine from the Commodore stable The magazine content revolves around the powerful visual and audio capabilities of the machine

All of the latest Amiga games are looked at in detail complete with full colour screen shots

Extensive coverage is given to the Amiga range of computers in the world of entertainment. All the latest graphics software is dealt with in detail complete with hints and tips showing the user how to exploit graphics programs to the full The computer musician will not only find reviews on software, but also coverage on the latest keyboards and music hardware So if you're into music, graphics, video or games then you need YOU AMIGA.

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YC/3

CLOUD KIN

YC FUN 1

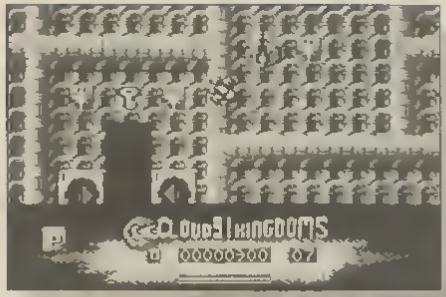
Supplier Logotron
Price £9.99 (Cass) £14.99 (Disk)

Latest in the current trend of cute games comes Logotron s Cloud Kingdoms As well as being similar to several games from the past it is also extremely addictive and highly playable You take control of the world s first injection moulded eight way rolling rubber bottomed software hero Despite his work title he looks incredibly similar to Cannonball from the Birds Eye pea advert

True to his name however he rolls bounds and bounces around each of the sixteen playing areas These kingdoms all have a different theme like Ice Kingdom or Flying Kingdom Each one is deviously constructed to cause you as many problems as possible The basic idea of each level is the same to snap up every little diamond power and fruit before the time runs out At the start of each game you are given 99 on the timer with which you must complete all sixteen levels

If you think that this sounds like a tall order then you d be right Every time you fall through the floor into space you lose a life and prolonged contact with the insects that infest the levels also kills you off Every life lost also deducts ten from the timer Luckily for completion s sake you can get extra time back There are alarm clocks in various places which give bonus seconds and completing a level also tops up the timer

Starting each game is done by selecting from a choice of four levels This begins at 00 06 09 and 10 but as you advance the range of levels to choose from also advances This option lets you travel back levels as well so if you re confident enough about a level you can do it all over again to get some time

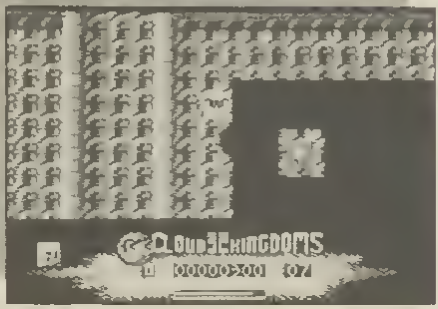


Hop hoppity hop the ball goes plop! He does bound with walls around to save ◀ him from the drop!

Your bouncy chum is extremely responsive to your control. To a limited degree he can be steered in the air. Getting into the air in the first place is done either by jumping or rolling over a wing. These catapult you into the air and you turn grey, plus you can fly around for a few seconds. This can be bad news because the chances are you'll fly into a sealed chamber and not be able to get out again.

Various items are impossible to reach without the paint pots. These let you draw in extra floor to run over. You may even find that you need to use several of them in a row to complete a level. Other physical problems are pinball bumpers, ice, rebounding fences and disappearing squares.

Cloud Kingdoms is a very nice piece of programming indeed. Everything is well



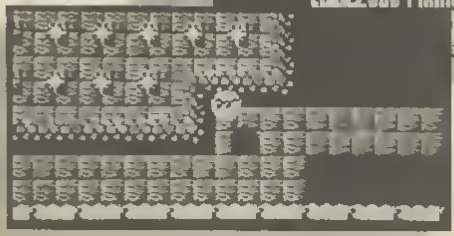
See that mean ball skip merrily over meanies and obstacles! If he falls though it's curtains for our round chum ▶

GDOMS

designed, from the rubber hero's disappearing frown to the animated title pages. There's a wicked soundtrack on the high score and title pages and the in game FX add to the atmosphere. As for gameplay, you won't be able to put the joystick down once you're started. Looks like cute games are copping the honours this ish. Buy it.

ACC

Clouds surround the portly hero to aid him in level choice ▶



93%

HAND OF GOD

The YC World Cup Round-Up of the Most Memorable Footy Games

GOALA,
GOALA,
GOALAAAAAH!!!

The World Cup Contenders
Eddy Hughes' International Soccer
Tomorrow's Manager
Director
Manager
Rough's Football
Rose Slasher
Football
Shilton's Handbook
Cup Carnival

Plus – Compos Galore, Paint and Gravy, Flamehead of the Rovers, and loads more...

CONTENTS

PAINT AND GRAVY

Supplier CDs

BRIAN CLOUGH'S FOOTBALL FORTUNES

The [illegible] of many [illegible] games on the [illegible] market is [illegible] something extraordinary. It could either be the greatest sensation or the biggest turkey of them all. Brian Clough had almost as much hype as the big man himself upon his head release. Because of his most unique [illegible] board game.

The [illegible] is based on [illegible] major gameplay [illegible] platform as up [illegible] managers [illegible] team each [illegible] money and counters just like Monopoly and the computer will handle all the dice rolls, the chances by your cards and determining the results of the games.

You cannot play solo [illegible] against other [illegible] are more than [illegible] not only because of the immensity that rears its head but the transfer market is a real dog and dog affair.

The game results are determined by defence and attack scores which are calculated through individual player abilities. The players are printed on cards and each manager starts with a team that will undoubtedly get better.

There are also cups as well as the league and the final scores each player is determined by [illegible] and money. If you have [illegible] who are as keen on football as yourself or an understanding family then Football Fortunes is an ideal way to play double crossing people without participating in your favourite sport.

RH

Season In Progress

1) Display next fixtures
2) Input and play next fixture
3) Display league table
4) Display next Selection Problem card
5) Display next Managers Luck card
6) Display last league results
7) Display last Selection Problem card
8) Display last Managers Luck card
9) Throw the die
0) Display current points table

Make [illegible] to [illegible] (0-9)

95%

FORTHCOMING GAMES

These are the games that missed out on the review front, but will be jostling for position during the World Cup

ITALY 1990

[illegible] World Cup [illegible] the World Championships but also [illegible] emerging. The game will come [illegible] and treats as which makes one [illegible] World Cup Carnival. Results not [illegible]

MANCHESTER UNITED

Already selling well on the 16 bit machines this krisalis game is certainly not near the relegation zone.

It deals with both types of football games management and strategy, and quite successfully too. The graphics are very smart but if Man Utd fail to win the FA Cup one wonders if the name of the club might put people off.

KICK OFF 2

Although this game s prede ces or has won every award under the sun that was on the 16 bit machines It s 8 bit counterparts were far from fast nor very playable

The sequel though promises to rectify the poor showing before and adds meny new features notleast being the inclusion of far better graphics If it s done right it could be the best

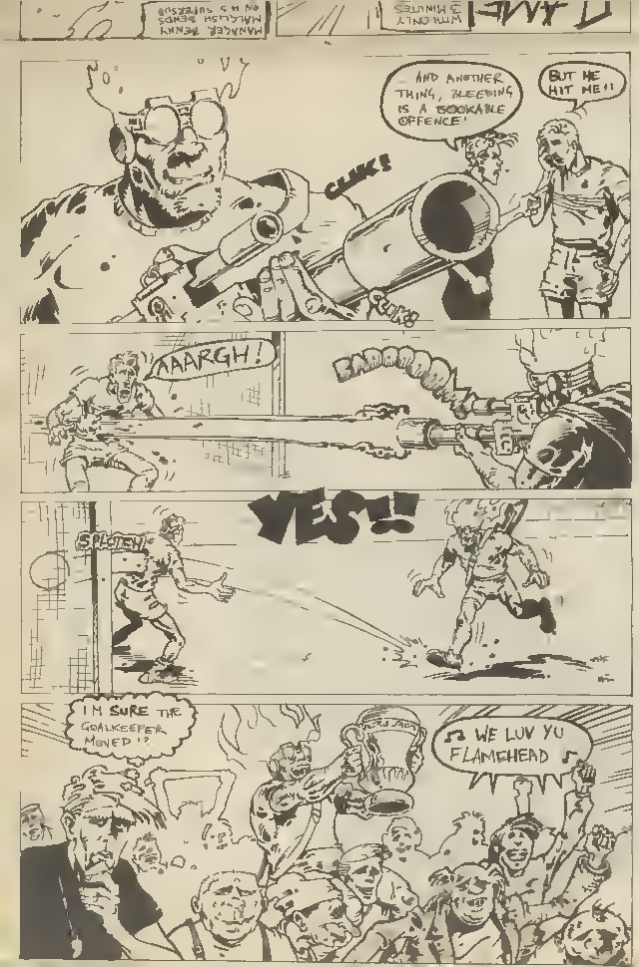
EUROPEAN SUPER-LEAGUE

One of the many management games to float on the words superleague on the 16th ith one by CDS and is in much the same mould as the rest

It is icon driven from behind your manager s desk (like most of the new wave) but the feel is aimed just right You can even make a statement of the press (unlike Lou Macari) The game is represented through various cigarette cards which is original although could become tedio

WORLD CUP SOCCER '90

The official World Cup game and [illegible] an a cade [illegible] World Cup Soc [illegible] made a appearance on [illegible] Amiga and the 64 to [illegible] better [illegible] graphics [illegible] of them [illegible] World [illegible] 39/39



FOOTBALL MANAGER WORLD CUP EDITION 1990

The latest in Kevin Toms array of management games and it's possibly going to redefine the football manager theme

No matter what the game is like (as we've not seen it at time of going to press) it is going to satisfy all the FM fans that were unimpressed by the sequel

ENGLAND

Not an awful lot is known about this game at the moment apart from the fact that it has been announced by Grandslam as the follow up to their Liverpool game

The most that can be said about it at this stage is that it is based on the exploits of the England lads!

The games that didn't quite make it into this issue for some reason or another are: Adidas World Championship Football (Ocean) which is the first time (to my knowledge) that a sportswear firm has been licensed; Audiogenic's (Dave Bassett, Lou Macori) Superleague Manager, which seems to be in direct competition with European Superleague but offers the owner a chance to link it with Emlyn Hughes. International Soccer; and Ocean have still got Liverpool on their books too!

INTERNATIONAL SOCCER

Supplier Commodore
Price
First Available 1983

92%

FUN★1

MATCHDAY 2

Supplier Ocean

This was heralded by so many as the top of football entertainment until Emlyn Hughes. But to be quite frank with you I think that was more due to the reputation of the prequel and the hype in which it was surrounded.

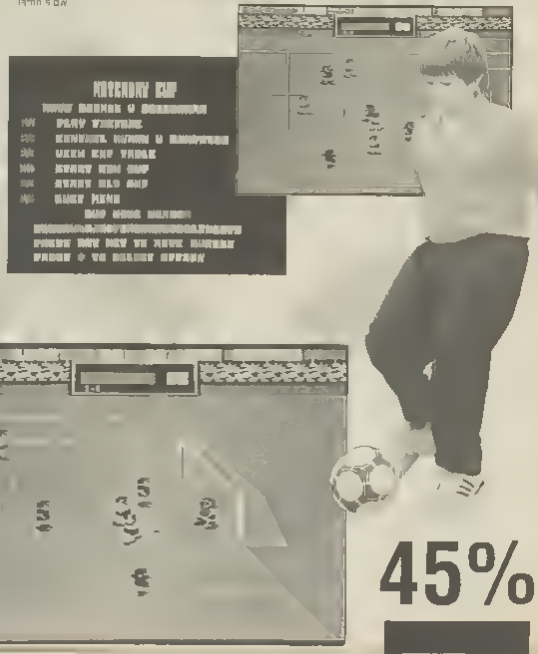
Again being of the side on variety Matchday 2 boasted some very nifty new breakthroughs in Commy 64 footy games, and it supplied what we all expected. What we didn't expect was that this game would be so damn slow.

One bonus was the diamond deflector system, a way in which the ball would seemingly bounce off a player in a real strange direction. I don't know if Jan Bitman (the programmer) has ever played football but some footballers tend to raise one of their feet in order to try to trap the ball or step in carousing off in another direction this is not pinball you know.

Another slightly unfortunate extra was the kicking strength. It allowed you to heel the ball down the pitch, tap it softly to another team mate or even backheel it to the player behind you. This did work but practically it was a nightmare. There was a bar which would slide up and down constantly and you could only hit the ball when the size of the bar suited you. You could choose to just set the bar at a certain level but who wants to play like Wimbledon?

Matchday 2 was a perfect theory but only in theory. There were too many flaws in the speed etc. to be able to recommend it and I haven't even mentioned the bugs and screen glitches.

RH



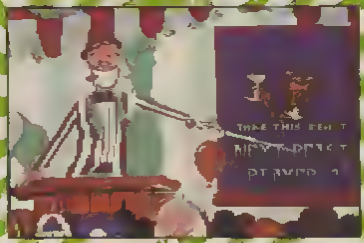
45%

YC FUN★1

Fiendish Freddy's Big Top O' Fun

Supplier: Mindscape
Price: £9.99 Cassette £14.99 Disk

87%



Debt collection with a smile a mutilation and a whole lot of fun The circus has one performance to earn enough cash to pay off the lease but Freddy has his own designs and they are fiendish to say the least

Roll up roll up up to five players can roll up The events are still performed individually but the competitive edge is there The first performance is Horace the High Diver This perilous act has Horace diving from increasing heights into decreasing receptacles On his downward journey he must spin (waggle the stick) and perform the requested moves (memorise these reading the instructions during flight can be dangerous) At the termination of the dive Horace must be in line with the receptacle or the performance ends Freddy has the nasty habit of appearing with a fan to blow Horace off course

Next Jeffy Joe the Juggler with his sea lion accomplice performs juggling feats upon a unicycle Drop too many objects and you re off but watch out for Freddy as he tempts your accomplice with a fish and then introduces a little explosive power to top your performance Fail to return Freddy s gift and you are out for the count

Finale of the Flying Fuller Family is a short lived performance as she leaps from trapeze to trapeze Catch enough ropes and she will encounter the burning hoops but hang around too long and Freddy will hasten your downfall

Knancy Knife has a task and a half as she rests upon the spinning wheel you throw your deadly blades or balloon targets between her limbs Freddy throws bombs between you and Knancy to distract you and at the end of the act she is unbolted which makes the performance fall flat

The penultimate performance takes place on the high wire with Tony Tiptoe Balance is essential but so is speed On level one Freddy wheels out the cannon but level two sees the advent of the circular saw blades When Tony falls he grabs the rope but Freddy appears to prise open his fingers

The final act is Fernanda the Human Cannonball Examine the powder level in the cannon and then position the target set the cannon angle and away you go If you manage to avoid the posts and the ground you may just hit the target On this final performance Freddy places a bung in the end of the cannon with disastrous results

After each performance you are judged by the clowns The more entertaining your act the more the clowns abuse each other and the more money you raise If you don t raise ten thousand the circus is doomed and Freddy has his wicked way An entertaining game with some excellent humour but in places the graphics could be a little stronger

AP

THE CONAN POSTER

DAILY DOUBLE

Supplier CDS
Price. £9.99 (Cass) £14.99 (Disk)

You've heard it all before. Dead cert. Twenty five thousand-to-one, you can't lose. Skated home forty miles clear of the field. Sod it I've just blown the mortgage repayments.

Yes Daily Double recreates the thrills of a day at the races. Take your life savings and stick it on potential rubes of Bostik in the hope that one of them won't collapse before reaching the line. Ever wondered why horses are all nicknamed nags? That's because it's what the wife does when you get home after blowing all your dash.

The game is packaged brilliantly. Okay, so the box is nothing special. Nor is the disk and no you don't get a wind up plastic horse (shame). You do however get a superb newspaper like instruction and form sheet. This doubles as a protection sheet to deter piracy. The form from over three hundred races is printed and the horses do run true to form – most of the time – just as in real life.

Unfortunately the horses are fictitious so you can't try to recoup your losses on Desert Orchid in the Cheltenham Gold Cup recently. Fortunately this also means that it won't let you down again either. Despite Orchid's absence you can still lose oodles of money though. The graphical representation of the game is about as good as Desert's form at the cup. Bad. However this part of any horse game tends to be secondary to the gameplay.

Despite the sluggishness the horses do run (at least the ones you haven't backed do). The sound consists of funny noises as the nags try their best to rob you blind and bumps as you select bets and so on. Neither graphics nor sound are as important as the form of horses and this is needed enough to satisfy ardent form accountants.

There's no disguising the fact that this game is based upon pure greed. You're at the races for no reason other than to gamble and make money. There are nine types of bet to use from the Daily double to exotic bets like Quinnella and Parlay. Quinnella is a bet where you predict both first and second places (not easy). Parlay is a bet over two horses in different races. These are on top of the normal win, place and show.

Your current betting status can be called up or you can view present or later races. A certain amount of forward planning can thus be used to budget your flutters. You can take between $100-$500 with you and after each race any wins you might have will be displayed plus the awaited outcome of Parlays.

And that's it. Nothing very special but quite compulsive if you're into horse racing. Not nearly as cute as many of the other games this month so if you don't like gambling you're better off spending your money on jelly tots (approximately 75 packets if you bought the disk version).

ACC

65%

COME ON YOU GOONERS

Are you [illegible]
[illegible]
Send your entries to
Only One Minute Left Comp
YC
Argus House
Boundary Way
Hemel Hempstead,
HP2 7ST

THE QUESTION

Who scored the goal at Anfield in the last minute to secure Arsenal's Championship in the 1988-89 season?

Supplier: Addictive Games

FOOTBALL MANAGER

65%

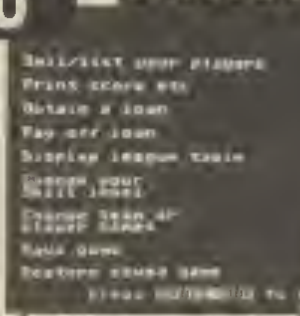
[illegible]

Why? Because [illegible] addictive [illegible]

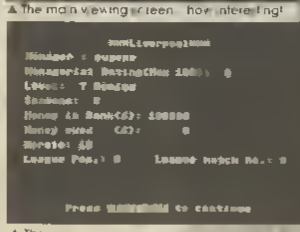
The managem[illegible] [illegible]

[illegible]

RH



▲ The main viewing screen. How interesting!



▲ The management screen

LUVERLY KIT

Thanks to Krisalis, the YC lucky guide to loaty offers you the chance to win a complete Manchester United replica strip. All you have to do to get your hands on this luverly prize is send us a sealed envelope (or dirty postcard) with your name, sizes and answers of all three quest ons below by June 30th. If you're drawn out of the hat after the date then you get the goodies, right?

1) What is the nickname of Manchester United?
a The Red Devils
b The Det Habels
c The Rel Debbies

2) When was the last time they won a trophy?
a 1908
b 1985
c They have never won a trophy

3) What position did they finish in the League in the 1987-88 season?
a 3rd from bottom in the fourth division
b 11th in the first division
c They won the league

Send your entries to

Manchester Utd is not in the same league as Sutton Utd' Compo,
YC
Argus House
Boundary Way
Hemel Hempstead
HP2 7ST

Normal Compo Rules Apply!

COMPO!

EMLYN HUGHES INTERNATIONAL SOCCER

FUN★1

97%

Supplier: Audiogenic

This game runs around the Commodore 64 and has a more typ[illegible] approach to the game [illegible] seen on the [illegible] platform [illegible] deeper than [illegible]

[illegible] new game, it [illegible] movement and [illegible] capabilities [illegible] paced although when it comes to fluidity of the scrolling and sprites there is no other game currently available to match it.

On the field it offers much more than the average with sliding tackles, fouls, penalties, backheels and diving header (among others) but it is the playability that is most impressive. Although the players sometimes [illegible] aimless if they are skating around the park they are able to pass the ball superbly on the ground, using a casual chip. The goalkeepers can be manual (completely hacking crazy) or computer controlled (far safer) and move just like Neville Southall if his shorts had too much starch in.

But this is not all (gasp) this is also a reasonable attempt to include managerial strategy in a shape of options. You can not only choose the colour of the pitch, the players shorts, the team names etc. but each player has ability levels which you can set (along with the difficulty levels of the game) therefore allowing a novice to cascade through the honours or a more hardened lobby fan to be [illegible]

PETER SHILTON'S HANDBALL MARADONA

Supplier: Grandslam

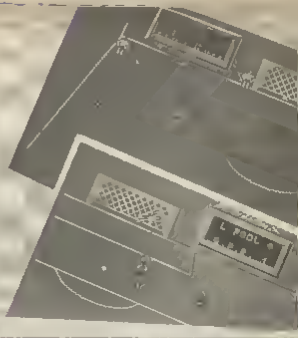
Although the title suggests that this game is based on the infamous handball incident of the 1986 World Cup Finals, it is a lot naughty. You may be surprised to find out that this is really just an arcade like simulation of goal keeping. And an unimpressive one at that.

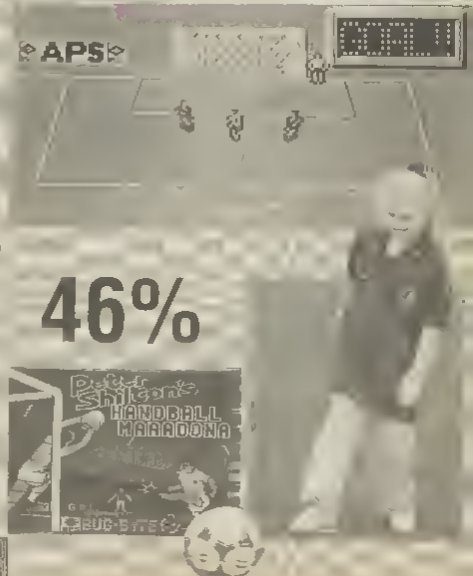
It was the first Grandslam release (there is still a diary table of Angus Press Software) and luckily was not a taste of things to come. It wasn't the game that was so bad, just the idea, because it would be very hard for someone to get any success in such a seemingly dull gameplay.

The aim of the game is simple. You are a goalkeeper, you must keep your goal safe, that's about it. There are no tips to be won, no incentives, apart from progressing through levels, and the only differences in the levels is the variety and complexity of the shots that rain in.

The presentation is nice, and the graphics are reasonable, they move well enough, and the goalkeeper spins, dives, almost realistically, but unfortunately even all this cannot save the game just does not exist. The extravagant title is possibly more fun than the game itself.

RH





46%

TRACKSUIT MANAGER

FUN ★1

86%

Supplier: Goliath Games

This was our Game of The Year in 1988 and rightly so. It's been acclaimed all over the shop as THE best management game ever, and although I disagree there is no doubt that this one is the most playable.

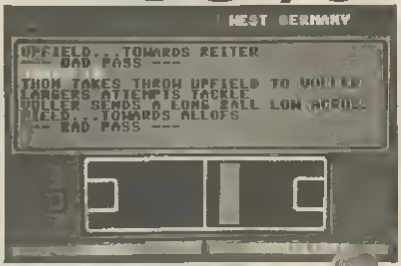
For once the setting is an international one, and not some backstreet non league outfit. This is still a big time, and you are the man at the top. Balls in your lap, plunge into the transfer market, you need to know if you'll be able to turn literally hundreds of available players. And it's up to you to find the need to be changed in order to test your team.

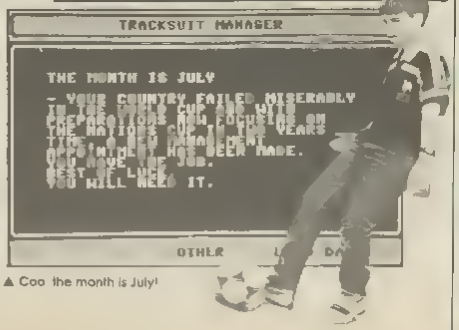
Once this is done it's time for some real footy footy with both the World Cup and European Championships to be won, and that's about it. The normal day to day jobs have been left to your back room staff, so you need to concentrate on winning honours.

Tracksuit Manager is impeccably presented with very menu being concise yet very simple to understand and use. The entire game is controlled by joystick/keyboard, a sort of multiple option, and the main header on will deal with the factors you can change, that is, promotes years of campaign playing.

It's not the best management game ever, in my estimation, but it's certainly comes close, perhaps a sequel is in order.

RH





▲ Coo the month is July!

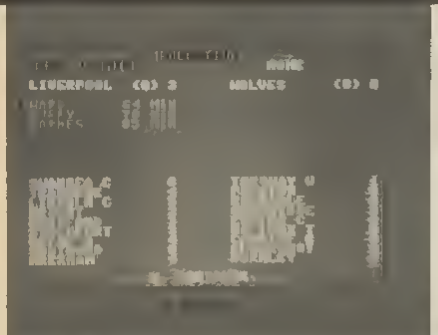
presented with a tougher challenge.

Many people laugh at the name attached to this game, but remember Emlyn Hughes was once the captain of both Liverpool and England and he lifted more honours than your average superstar. Also I'm a big fan of his and I believe that Emlyn Hughes International Soccer matches up his impeccable playing career.

RH

FOOTBALL DIRECTOR

FUN ★ 1



Supplier D & H Games

Now this is the game which I would be quite proud to announce as the best of the C64 management games. It has everything that a good piece of software should have and it will take some time to find anything better.

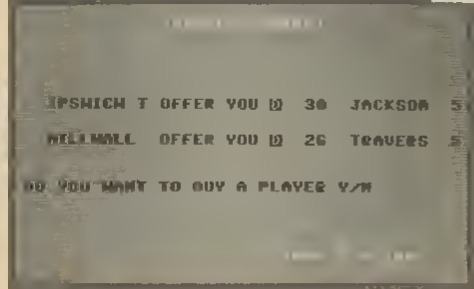
It is not just the complexity in the options you can perform, but also in the fact that is very simple to get into, but I'd recommend that you at least have a rudimentary knowledge of football and management style games. Upon starting you find yourself in charge of a fourth division club, and the daunting task of having to climb your way to the top of division one.

This is not easy, and will not take an afternoon, or even a week, nope it's time to get lots of cups of coffee in because you're gonna be up for a month! It follows the normal kind of skill level based system which is very popular amongst the footy management games today, and works in a much better way than ever before. The transfer market is quite concise, but serves a more than amiable purpose.

The other options that it offers, though, is quite a stunning array. There is almost every cup competition that you can imagine (apart from the Zenith data Systems cup), and such more diverse things as youth teams, she crowd violence.

The game is far too enormous to cover here, but even better news, is that there may be better to come, in the way of the usual (which is already available on the 16 bit comps).

RH



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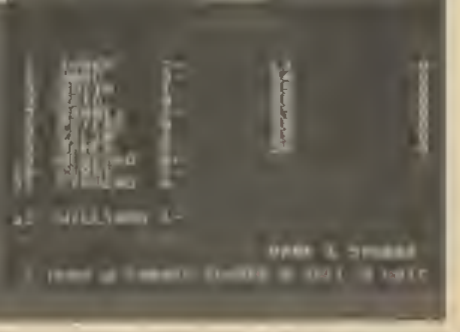


WHO FRAMED ENTERTAINMENT INTERNATIONAL?

He [illegible] **Simon Power** has been dragged out of retirement to write [illegible] exclusively for the fun magazine. You read his stuff here and you read his stuff FIRST.

"Travelling down to that oasis in a jungle full of naked women Basildon on a mission to meet the jolly nice people at that good ol' sunny Entertainment International software house. He muttered to himself with glee.

Visions of a depressing looking pre-fab corrugated yukky I wouldn't run a business from their image started to appear in my mind. He continued merrily.

On arriving at launch pad 3 parking my new little run around I drew from its sheath my blade and started to hack a path through the ruffage to the Entertainment International front door.

Shock horror gasp wow could I believe my eyes is this really happening to me etc etc all that crap. These people that gave us such visual delights as Space Ace and Dragon's Lair are and this is as true as all the puns about the Pope relieving his bowels in the woods on a [illegible] its true all the guys and girls that work there are cartoons. Rag Rabbit step aside the Entertainment International team is here! Becoming over zealous he falls from his seat in convulsions.

All are cartoons or Toons except one. And her name is Goldilocks. Sorry wrong story. Her name was Marisa. Marisa wants to be a shark one day or a dog called Rex. More of that later) but is quite [illegible] to deal with all the [illegible] interviews with the press.

Marisa [illegible] summary as a bowl of cherries on a [illegible] night. And was extremely keen to pass on lots of hot juicy information about the goings on in their camp. So here goes. All you ever wanted to know about the people who put out games under the Empire and Titus labels. Please forgive him for the rather corporate last sentence.

The company was founded in October 1987 by two happy go lucky toons – Simon Jeffrey and Ian Higgins. Operations began in a small dark dismal back room but being fun toons who liked to boogie on down to the latest hot beat they soon had the place rocking.

In between all the partying and food fights with their toon buddies (it is rumoured that one of these such chops is Sir Bugs himself) They managed to start producing some amazing action games for all Commodore machines (C64, Amiga and PC).

The first game was under the Titus label and was Crazy Cars. Crazy Cars II was soon to follow which gave them their hottest, fastest, slickest, biggest seller to date. Crazy Cars I & II still sell on the budget label. Hitsquad and give the player a chance at smashing up a BMW, Porsche or a Ferrari while trying to see some of America's biggest and bestest tourist hang-outs. Speed is the name of the game – which was so addictive even the Government tried to ban it!!! He becomes hysterical and raises his voice to an extreme level.

But will the Crazy Cars duo soon be flung from the Entertainment International number 1 spot? They seem to think so because they have what is going to be the early sensation of the nineties. Due for release in the beginning of March is the game that will hit the nation harder than a gale force wind. It's so exciting that even the band of merry toons who work there can't stop playing. After the game was first seen by them, a party bigger than no other resulted – which was the biggest, the best, the longest and the loudest one ever. The label is Titus – the game is Pipemania. A squeal of excitement emerges from him as his tale is told.

Okay, so maybe that is a slight exaggeration. Maybe the party didn't last as long as I implied. But what the hell. The game's good – I should know – I've played it, so there. There's no need to be jealous though. Old Uncle Simon will tell you all about it. He begins to calm down.

The graphics are neat and are what some may call – simple. The background music could become a little annoying with time. But we all have volume controls on our monitors, eh? The gameplay, though, is spot on. The idea is to connect together large amounts of drainpipe. 144 pieces in all have to be fitted together in order to clear the screen.

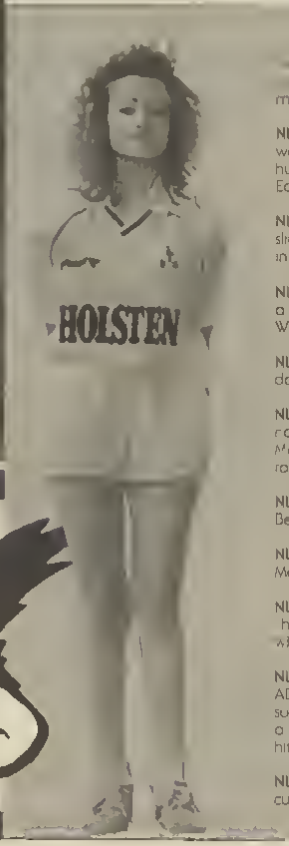
Sounds simple? Well it isn't. The pieces you are supplied with don't [illegible] to the already [illegible] quantity [illegible] will soon spoil [illegible] and ruin your [illegible] smelling reasons [illegible] again. Pipemania was [illegible] the big bad gun slinging [illegible] America's huge

Lucasfilm software label they were so shot down by its addictiveness that they offered to help in the programming of it Making it an even more awesome bit of entertainment he breathes heavily

With Gazza (who in their right minds calls somebody Gazza) still doing well promoting Gazza s Super soccer (Gazza is not a Loan) which is Entertainment International s stab at the Footy game field under the Empire label And Space Ace taking the fifth place in the Christmas chart – while only on one format Amiga who knows what these amazing roons will do next he says in a fatherly tone of voice

[illegible] of adventure role playing [illegible] footballing Piping and car[illegible] games under their belt – and [illegible] could appear But what ever [illegible] however it looks it s bound t[illegible]

The roons have got it right th[illegible] time It seems that they can find time in between all the mega film making with old Bob H and Rog R the partying with marvellous Marisa and gameplaying of Pipemania to keep all of us – the punters – happy He finishes with a sigh of relief removing himself from the large tree and climbing back into his snug looking bed



[illegible] medhan ca[illegible]

NUMBER ONE Marisa [illegible] wants to be a man – preferably hunky preferably named [illegible] Eastwood

NUMBER TWO – Marisa, being slightly corporate cuts her toe nail in the bathroom

NUMBER THREE – If Marisa could be a fish she would be A Sharks Why? Who Knows?

NUMBER FOUR Marvel ous Marisa doesn t own a computer (Tut, Tut)

NUMBER FIVE – Being sweet natured (who is she trying to kid?) Marisa would like to smell like a rose

NUMBER SIX Marisa was born in Belgium

NUMBER SEVEN Marisa prefers Mexico

NUMBER EIGHT Marisa is good chums with a dog named Rex who lives in Belgium

NUMBER NINE Marisa s favourite TV AD is the Guiness series Which stars some blake who once appeared in a handescript movie about a hitcher

NUMBER TEN Marisa is extremely cute and very cuddly

BURNIN RUBBER

What in [illegible] a [illegible]? Sean Kelly slaps well known brand names to his Commy 64 and [illegible] a spin

Why are most racing drivers boring old farts?

There was a day when most Formula One racing drivers would be getting down and partying down every minute they weren't hurling round some track at several hundred miles an hour. Those were the days, off with the helmet and gloves and down to some serious liver abuse and lechery without so much as by your leave. But not today. Oh no, mass

For a kick off, have you seen the haircuts on most of today's drivers? Let's be honest, people zipping round tracks at hyper speeds should have a serious fixed sneer and go faster stripes razored into their ultra short megahip haircut. But what do we get? Guys with styles that look like they were [illegible] as a job lot down at the [illegible] Charlin realistic Wig Emporium

[illegible] Well [illegible] hobby? [illegible] Transp[illegible]

[illegible] Pah! [illegible]

Rubber Thrills

Fortunately, Commy 64 owners don't have to rely on the drivers off track antics to keep them entertained in the months between the racing seasons. There's absolutely billions of hot poop racing games out there just waiting to be revved up and racing on the Commodore 64 and YC now gives you an ultra authoritative guide to the burnin' rubber thrills to be had this side of Silverstone.

Of course, racing games fall into two categories, easily distinguished by one factor. Gears. For some reason, the People Who Design Software seem to think that if it's an arcade game, then maximum number of gears a player will be able to handle is two, high and low. Simulation drivers, however, are allowed to [illegible] up to six. Why? [illegible] people playing both! Oh [illegible] this makes them easy to [illegible] This is a selection of both types, re evaluated [illegible] style with the usual marks. Are we kind or what? Start your engines [illegible]

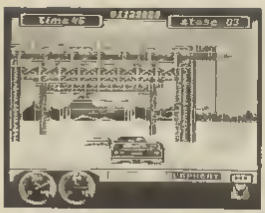
Turbo Outrun

This one came out around Christmas time and is a conversion of the old arcade favourite. There's no scenario as such. Just the usual drive very fast for no apparent reason. Guv.

Two gears only, but a super duper turbo boost just when you need it to kick copper ass as the plods attempt to stop you speeding. Turbo Outrun is a hyper fast trip across America, taking in snowstorms, stormy skys and stunning sunsets along the way. Every five stages you are given a massive points boost and the chance to tool up your engine with a better engine, turbo or tyres.

The megaprogrammers at Probe put this one together, so it's no surprise that it's actually a pretty hot poop conversion. The scrolling is amazingly fast and the size and speed of some of the trackside objects as you whiz past them are absolutely stunning. There's a real impression of speed created, loads of tunes, and all of them are brilliant.

My one pico complaint is, if anything, a little too [illegible] I got about half way [illegible] track on my first [illegible] sion. That apart, Probe [illegible] are to be congratulated on an absolutely brilliant conversion.



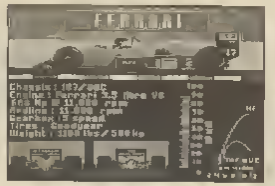
90%

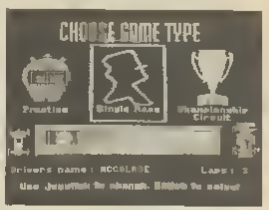
Grand Prix Circuits

This is a several gear race and is a simulation rather than an arcade game. Don't let that put you off though cause once you are racing the adrenalin will be pumping like crazy. There are five levels of difficult[illegible] a choice of three cars is offer[illegible] eases [illegible] Nigel if [illegible] one that [illegible] can take part in [illegible] or a full re[illegible] races. Ne[illegible] qualify for [illegible] determine your positi[illegible] then it's [illegible] actually [illegible] this game actua[illegible]

its Amiga format last year and that version was absolutely brilliant. The Commy 64 version dating from 1988 is also fab. The actual racing is the perfect balance between arcade style hacking along the track and the more testing simulation style driving on the corners and when trying to overtake. It's difficult but there's nothing as much fun as overtaking the race leader and shouting 'Eat rubber tread Mr Johnny Hotpants Racing driver' at the monitor as you do so.

It takes a bit of getting into particularly the ultra sensitive steering but once you've been playing it for an hour or so you'll find it difficult to put down. This is my favourite racey game of all time and the Commy 64 version is every bit as good as the other versions that are around. Tons of thought have obviously gone into providing as realistic as possible a version of Formula One racing as you're gonna get. It's fab.

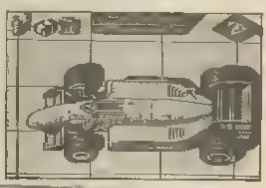


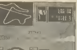


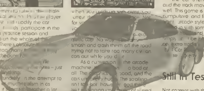
63%

Ferrari Formula One

I've included this one because it's one of the latest to come under the stotters orders. In addition my view of it seems to differ from everyone elses and there's nothing like a bit of arguing to keep reviewers happy for hours when they meet up at the [illegible]ar cus shows. Like Grand Prix [illegible]rcuits this one's a simulation rather than an arcade racer. It goes [illegible]er further than GPC however.







... attempt to take in the whole of a typical season. The player can test and modify the car between races, participate in the four hour practice session and then take part in the whole of the season. There's absolute[illegible] options, too many [illegible] include checking fo[illegible] resistance [illegible] the compo[illegible] the tyres – just about everything.

Unfortunately, in the attempt to squeeze as much realism in as possible it seems that rather a lot of the playability has been left out. The actual arcadey bit, the driving, is horrible: the screen seems to update about twice a second and there's no real impression of speed and apart from the loading tune the sound is horrendous. Even with the disk version there's a lot of waiting and disk flipping and I don't care to imagine what it would be like on cassette. A creditable attempt to provide an insight into what real Grand Prix racing is like and a highly regarded simulation by some. Not enough playability for my money though.

75%

Chase HQ

Another arcade conversion, this time courtesy of the programming pixies up at Ocean. This one has almost got a scenario! You are a traffic cop armed with an armour plated Porsche with the aim of clearing the roads of naughty criminals. They seem to drive similar cars to you, so catching them can be a mite troublesome, but you are armed with a hot poop turbo which can be blimmin' useful in your pursuit of perps. You chase them up hill and down dale, round the corners and along the road, but when you catch up with cons, you arrest th[illegible] [illegible]ce. Not for yo[illegible] [illegible]o-ero[illegible] [illegible] cop. No way [illegible] smash and crash them off the road trying not to take too many civilian cars out while you do it.

As a conversion [illegible] the arcade machine [illegible] isn't a bad at all. The graphics [illegible] good, and the cars are pretty huge. The scrolling isn't too hot, however, and there isn't [illegible] stunning impression of speed [illegible] like Turbo Outrun. It does seem [illegible] little easy and I suspect that [illegible] paid a tenner for it there'll be quite a few that'll finish it within a couple of days.

92%

Stunt Car Racer

This one is an arcade game. Well, it's a sort of simulation. Erm... it's a bit of both really. You are in a league with two other drivers and must race both drivers in turn on two tracks. Should you win your league you progress to the next with two tougher drivers and tougher tracks. The tracks are the sort of thing you'd find on the average rollercoaster, with huge chunks of track missing. They go up, down, very high up, very low down, and from very very high to very very low in about two yards, making it a totally sick making trip. There are four leagues, making a total of eight different tracks and

sum... fifty seven... no, hang about... twelve drivers. This one's a bit different from all of the others in that the graphics are vectors, surely the future of the fastest racing games.

The car is rendered pretty well and the track moves pretty fast as well. This game is really compulsive and for anyone who wants arcade style speed and fun [illegible] with some seriously [illegible] tracks and situations it simply can't be beaten. How about an extra tracks disk, MicroProse, or [illegible] Car [illegible]? Aw go on [illegible]se [illegible]pretty [illegible]eeeese.

Still in Testing

Not content with that lot? Well luckily for you the future holds some pretty hot poop releases on the ol' Commy 64 racing front. Amongst the forthcoming attractions are, for example, Drivin' Force by Digital Magic. Drivin' Force allows you to race all sorts of vehicles, from Formula One cars to Wetbikes, round loads of Power Drift style tracks. This one is a megahit on the sixteen bit machines and Digital Magic have been inundated with requests from dealers for a Commodore 64 version. At the time of going to press it was still in the very early stages, but it's bound to be a corker if it's anything like the other versions.

Hard Drivin', the arcade licence converted by Domark, should be hitting the shops at about the same time as this issue of YC. Most of you will be familiar with the arcade version, in which you hack around various tracks and smash into cows amongst other things. It'll probably be a pretty hot conversion, but one criticism of other versions has been that it's a fairly easy to complete and doesn't hold much appeal once it is finished.

Who's to say what's going to happen beyond that? No doubt someone like Ocean will be announcing the rights to Chase HQ II at some point. And another thing: Super Monaco Grand Prix has been around in the arcades for last six months now, and no one has announced the license. Whossamatter folks? Too scared of such an awesome conversion task? At least let us know who's got he home conversion rights.

DOWN IN THE DUNGEONS

[illegible] Chis[illegible]urst [illegible] rubber [illegible]rds [illegible] plo[illegible] back to [illegible] skip[illegible] by

Paul Brown

▲ Rik and the two Martins act pensive for the camera

The Lo[illegible] is a live roleplay[illegible] based in a real[illegible] complex in Kent Live role[illegible] like playing a fantasy game for real You role the part of a warrior wizard scout priest or whatever and play them as if you were that person This extends to the casting of spells and all of the combat your character gets involved with

No more will the chance of success or failure depend on a dice roll If something goes wrong it's because you made it that way The intrepid YC team of Adrian Boris Pumphrey Rikki Tikki Henderson and the infamous Eugene Chainsaw Cotter Cairns descended upon Chislehurst with reinforcements to give it a bash

There is little actual danger involved in live roleplaying The weapons are generally a combination of cardboard and silver tape and are on the most part safe Reckless blows are not permitted nor is misuse of the shield The worst you can do is run into a wall or trip over The caves are very chalky though so you'll need to take old clothing Costume can be as elaborate or as simple as you wish It's you character after all

First timers will be given a training session and a lesson in safety The age limit of sixteen will be strictly adhered to but younger players can arrange special dungeons Don't go expecting to be half hearted about it – you're in and involved 100% But the emphas[illegible] entirely on roleplayin[illegible]yment

The adventure, as told by Cornelius the Grey Wizard

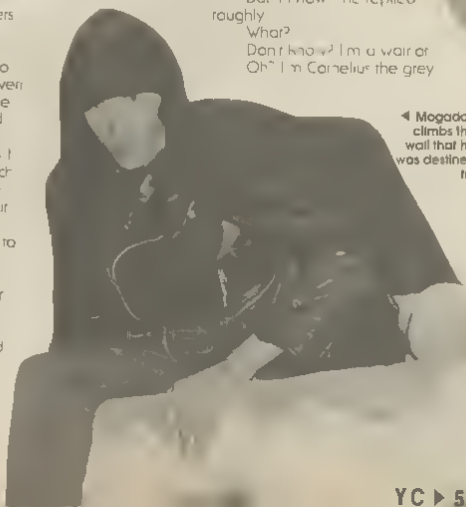
As I [illegible]ered the [illegible] of Emyrion trave[illegible]eary and [illegible] re-fre[illegible] I notice[illegible] many wanderers were heading towards a dingy tavern called the Skull and Ferrets Normally I avoid such watering holes but this one seemed to have a certain character about it Anyway I needed work cash is essential to any adventurer

I entered [illegible] [illegible]ith for my [illegible] [illegible]ld get [illegible] days [illegible] [illegible]able emp[illegible] [illegible] bulky war[illegible] clad in furs These seemed [illegible] and thi[illegible] [illegible] unlikely to [illegible] pirate And [illegible] not [illegible] have e[illegible] snapped me [illegible] even the chance He eyed me suspiciously and I smiled disarmingly in return To put him at his ease I asked hi[illegible] his name

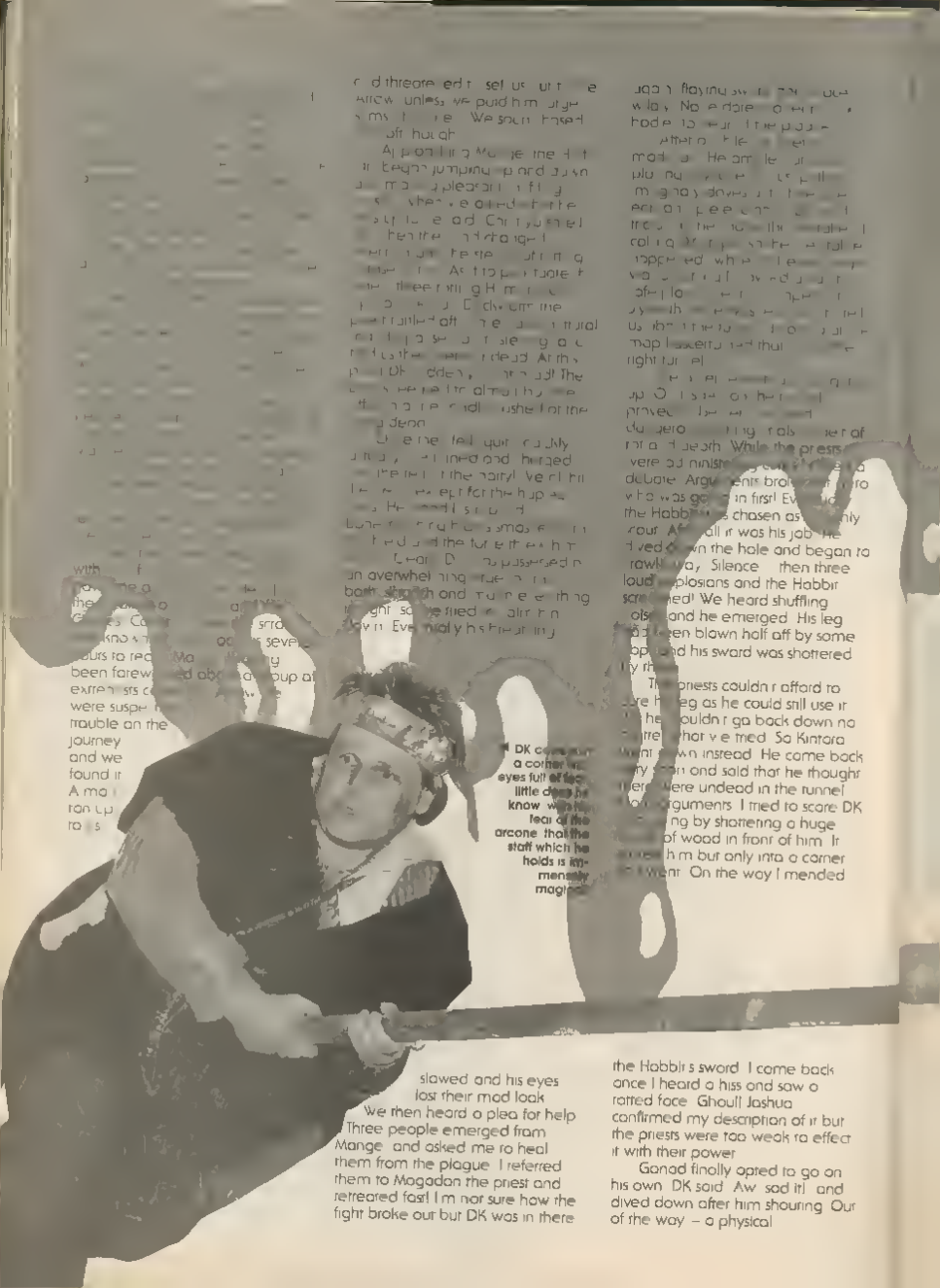
Don't know he replied roughly

What?

Don't know? I'm a wizard Oh I'm Cornelius the grey



◀ Mogadon climbs the wall that he was destined fol



DK cornered in a corner with eyes full of fear. A little deep he know what fear of the arcane that the staff which he holds is immensely magic

slowed and his eyes lost their mad look

We then heard a plea for help Three people emerged from Mange and asked me to heal them from the plague I referred them to Magadon the priest and retreated fast! I m not sure how the fight broke out but DK was in there

the Hobbit s sword I come back once I heard a hiss and saw a rotted face Ghoul! Jashua confirmed my description of it but the priests were too weak to effect it with their power

Ganad finally opted to go on his own DK said Aw sad it! and dived down after him shouting Out of the way – a physical

impossibility! We all began to follow. A few paralysations later we dispatched the ghoul and sat huddled in the tunnel whilst Dik argued with a shimmering snake. The argument ended with the snake spraying him with a contact poison while he smegged the girl in the tell very. Afterwards as the poison worked through his veins. Faced with the prospect of his death, forced him to drink five healing potions while the priests cured his ghoul damage.

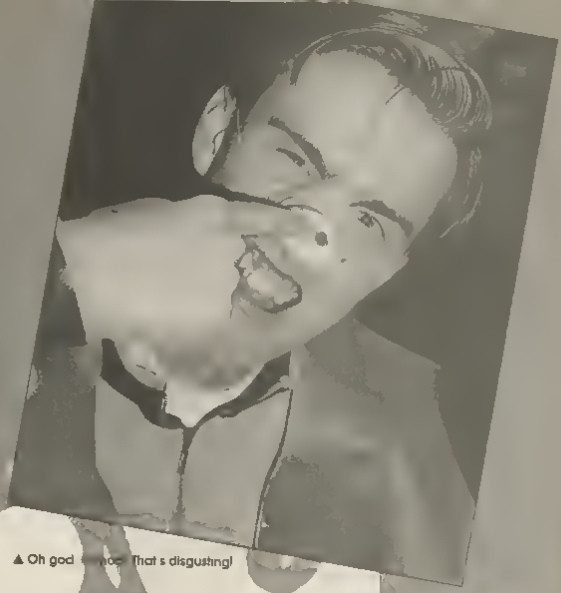
Dik sat up on his feet again to find and begin searching a crypt [illegible] to find a mummy [illegible] off in their undead [illegible] shambles up. He hit me in the chest and [illegible] my stiff leather armour [illegible] damage, stopped the blow [illegible] ged a [illegible] W[illegible] le a [illegible] hmmering [illegible] the painting of [illegible] the wall of the crypt [illegible] ged from the earthen [illegible] crypt a Druidic figure [illegible] arcane staff. He so [illegible] his name was Hendrick tal[illegible] out then shouted a word of command and a bolt of energy hit Dik in the chest!

Being of the magic persuasion this frightened him away back down the tunnel. However, I looked forward to this confrontation – someone to match my powers against. Muttering words of magic I wove a spell of magic armour about myself. Then I gasped in shock as he produced a Gnome – a sixth level spell! This was too much for me to face alone. I cast another spell which camouflaged me with the wall (raising my hand to indicate that I was invisible).

Gonad took on the Gnome in pure darkness with me in support. We soon dealt with it, and the Mummy, the druid was on his own now. Faced with Gonad, Kintoro and me he soon succumbed to the odds. Not before he crippled my arm though. As he fell I used my good arm to grab the staff away from him.

Then it was hunt the priest time. They had all buggered off down the tunnel, except for the Hobbit who was unconscious on the floor. The priests were out of spirits soon, and I still needed healing, so we all meditated for fifteen minutes.

Having got some power back they were able to heal my arm. Whilst they ran around healing the others I cast a spell and began



▲ Oh god [illegible] That's disgusting!

talking to [illegible] it was quite willing to [illegible] found that it held a [illegible] but the quota for today [illegible] I decided to hand [illegible] the others who [illegible] to talk climbed over [illegible] made their way [illegible] deep pit. After another [illegible] it was my turn to follow.

The wind [illegible] me right [illegible] I found the [illegible] talking to a [illegible] headed m[illegible] mixed up being kept [illegible] itself. After a brief argument concerning the whereabouts of the Kensai fight broke out. The monster w[illegible]

▼ Smeg him!

The Labyrinthe Club (YC)
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Orpington
Kent BR6 7SX
Phone (0689) 55851

In conclusion

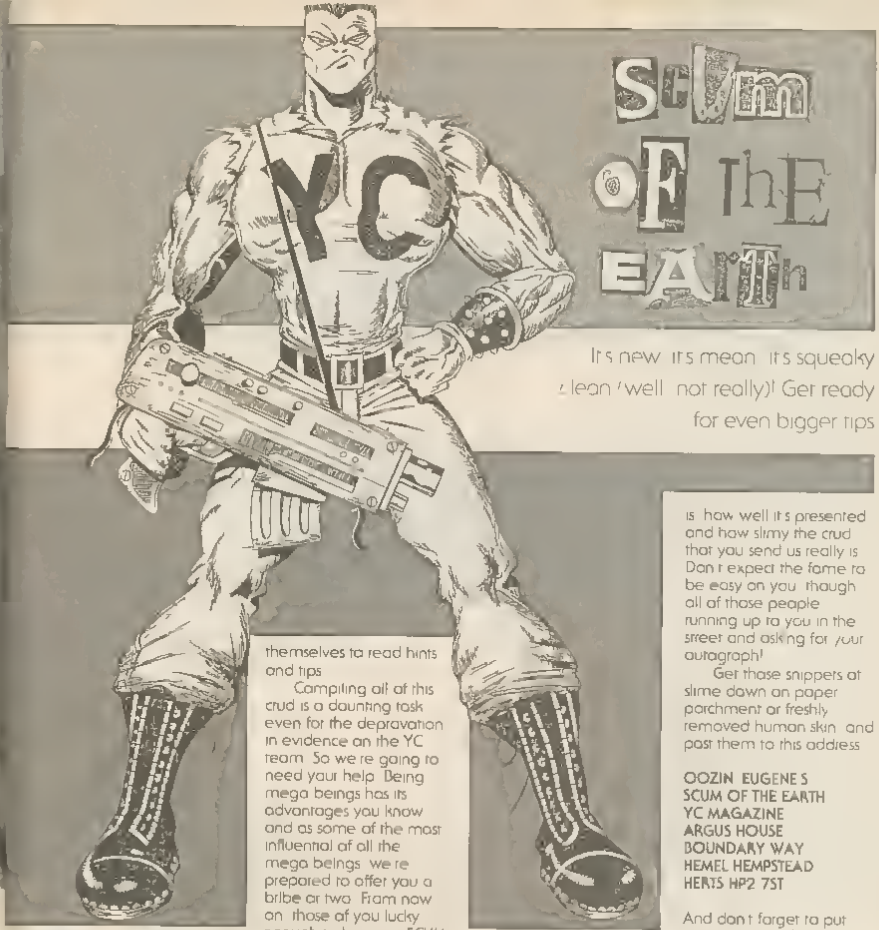
of the following ro

But Mogad
air and looke
found. But Mogad
the web. I got the staff stuck too
things looked bleak but I got DK

The YC Team from Left to right: Boris Gonad Duckworth Slytooth Daggerpickens Joshua Mogadon Cornelius Kintaro DK!

The YC Labyrinthe team

RIK – GONAD THE HALF ORC WARRIOR
ASH – CORNELIUS THE GREY WIZARD
ADRIAN – BORIS THE WARRIOR
RAY – SLYTOOTH DAGGERPICKENS THE (WELL-COOKED) HOBBIT
KARL – KINTARO KUMASHI THE KENSAI
MARTIN #1 – MOGADON THE PURE PRIEST
MARTIN #2 – DUCKWORTH THE WARRIOR PRIEST
MARCUS – DK THE BESERKER
JOSHUA – JOSHUA THE WARRIOR PRIEST



Scum of the Earth

It's new it's mean it's squeaky clean (well not really)! Get ready for even bigger tips

Greetings slimers and welcome to the darkest bowls of YC magazine It's Oozin Eugene here King of Slime City For all of you greasy whelps who can't stir themselves up to get anywhere in your computer games we're starting up SCUM OF THE EARTH These pages are for the total wimps who just are no good at games and have to lower themselves to read hints and tips

Compiling all of this crud is a daunting task even for the depravation in evidence on the YC team So we're going to need your help Being mega beings has its advantages you know and as some of the most influential of all the mega beings we're prepared to offer you a bribe or two From now on those of you lucky enough to become SCUM OF THE EARTH will receive all sorts of strange artifacts as a reward

BRIGHTLY COLOURED BADGES showing just how tacky a slimer you are **LARGE DECORATIVE T-SHIRTS** to eat your diet of empty larger cans in **THE BEST SOFTWARE** for you to get your teeth into **DAY TRIPS LIVE ROLEPLAYING** when we can be bothered to organise it and anything else we can imagine that such low down bums as you cheats out there would enjoy So what you may ask do you a mere mortal have to do to join the SCUM OF THE EARTH? It's easy Just send in as many hints tips pokes cheat modes back doors or solutions as you can Everything we print will be rewarded in some way or another depending on how long it is how well it's presented and how slimy the crud that you send us really is Don't expect the fame to be easy on you though all of those people running up to you in the street and asking for your autograph!

Get those snippets of slime down on paper parchment or freshly removed human skin and post them to this address

OOZIN EUGENE'S
SCUM OF THE EARTH
YC MAGAZINE
ARGUS HOUSE
BOUNDARY WAY
HEMEL HEMPSTEAD
HERTS HP2 7ST

And don't forget to put your name and address (unless you're too embarassed) on every piece you send in Get to it scum!

The award for the first ever SCUM OF THE EARTH goes to Jamie Sythes of Corsham Wiltshire Well done you little slimer! Jamie says that he'd love a copy of BLOODWYCH Too bad! You'll be getting a copy of CYBERBALL as well as a few other bits and pieces This is what our James had to offer

MUNSTERS
POKE 2176 3 speed
POKE 6422 208 energy
SYS 2048

GHOSTS N GOBLINS
POKE 2240 0 time
POKE 3901 0 inf time
POKE 7086 0 death
SYS 2128

OPERATION WOLF
POKE33351 165
SYS 16963

GHOST BUSTERS
POKE 38454 96
SYS 24567

COMMANDO
POKE 14601 0 [illegible]

GAPLUS
POKE32496 173
SYS4099

MADMIX
POKE 3426 173
SYS2609

NEMESIS
POKE 5866 255
SYS 5678

NINJA HAMSTER
POKE 19480 173
SYS 16435

OINK
POKE 31250 173
SYS 29696

FIRELORD
POKE 5721 173
POKE 62303 173

BUBBLE BOBBLE
POKE 1240 189

CRYSTAL CASTLES
POKE 41624 165

POKE 16423 96 speed
SYS 2128

A [illegible]de for Gauntlet Select two player mode and get the second player killed by the Death do the same to the first player to get 9999 Healthy

Batman the Movie Clear level one do a reset Load level two and get killed Rewind to the start of level two and load It will load again but with infinite lives

Powerdrift When going up a hill stay in the middle of the road and you won t be hit

Finally Wizball Type WIZBORE on the title page for invisibility

Next slimiest is NIGEL of Warford here in good old Hertfordshire he also has pokes to offer

THUNDERBLADE
POKE 8500 44
POKE 13135 44
POKE 13622 44
SYS 4096

DROPZONE
POKE 3060 173

BOMB JACK
POKE5112 0
SYS3101

PACMANIA
POKE 28520 165
SYS14336

FLYING SHARK
POKE 7929 173
SYS 2061

DRAGON NINJA
POKE32690 0
POKE43123 0
SYS 32768

NINJA SCOOTER
POKE 18480 173
SYS 29696

ELIDON
POKE 2831 173
POKE 3849 173

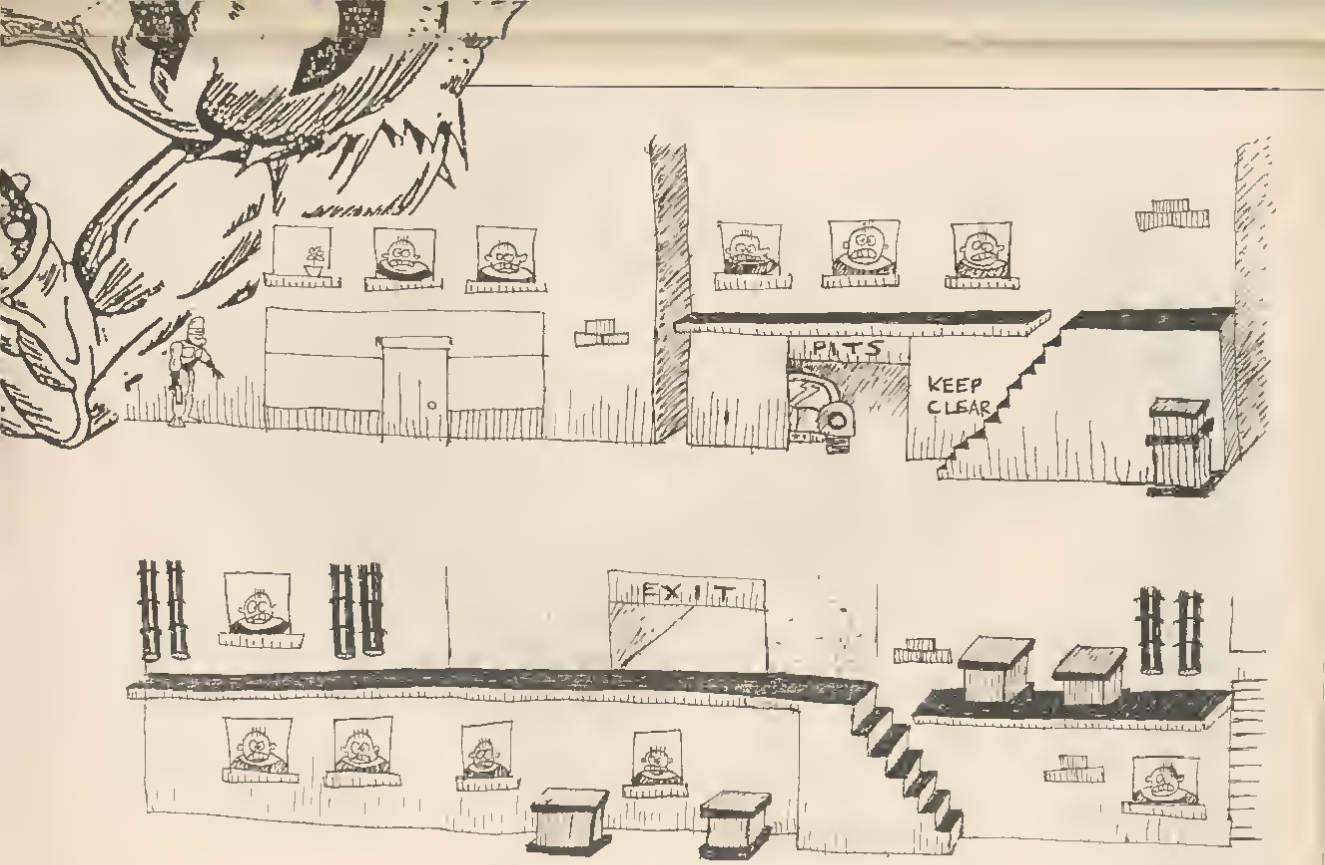
POKE!

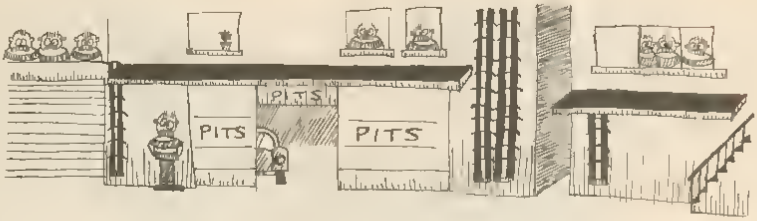
[illegible] HELL AND BACI
POKE 32483 [illegible]
SYS 30464

BOMBJACK II
POKE 7053 200
SYS 3303

LIVING DAYLIGHTS
POKE 4390 238
SYS 4352

TIGER ROAD
POKE5749 165
SYS14848


PITS
KEEP
CLEAR
EXIT



ROBOCOP

LEVEL ONE

BADDIE AT WINDOW

BADDIE ON GROUND

STEPS (CAN'T GO UP THEM)

MAPPED BY
NIGEL VALLIS

DRAWN BY
RIK HENDERSON

FLAME ON

Stuart Green looks at the comic renaissance and **Rik Hendersan** reviews the latest in mainstream

CALIFORNIAN'S WITH ATTITUDE

It's hard to believe now as we slowly recover from the media overkill that was the Batman movie and with several more multi million dollar comic based movies in production that ten years ago the comic industry was on its knees In America a hardcore half million readers were supporting an industry that in the fifties and sixties had been quite used to selling a million plus of top selling titles And in Britain the anthology comic that had been the publishers mainstay since time immemorial was slowly going to the wall to leave 2000 AD practically on its rod in your local newsagents

Despite what you may read elsewhere it was not fancy re readings of the superhero myths that kickstarted the now fashionable comic renaissance but the pioneering philosophies of independent publishers both here and in the States

LOVE AND ROCKETS

First among the independents is Fantagraphics Books of California In 1982 they started to publish their first regular comic Love and Rockets (quarterly b/w £1 95) written and drawn by Mexican American brothers Gilbert and Jaimie Hernandez who had spent much of the seventies on the dale

hanging out at LA pub gigs Always big comic fans – their mother had collected them and passed on her enthusiasm to her sons they'd read everything from a staple diet of Marvel DC's Archie comics to the more left field experiments of the sixties underground artists In 1981 this all started to come together in the first issue of Love and Rockets the local punks and punkettes the music the Brothers Mexican heritage the comic dreamscape drawn in an elegant clear line

Jaimie introduced two female characters Maggie and Hopey in the title strip as part of a futurist world replete with the usual comic/sci fi paraphenalia of Hover Cars Spaceships and dinosaurs Even then it was so much imaginatively conceived junk unnecessary padding to the most charming sexy smart-mouthed cast of characters since Stan Lee first said make mine marvel Within five issues much of it had been jettisoned in favour of a series of stories that revolve around Maggie and Hopey and the people they know in Hoppers 13 Los Angeles It's like all the Rebel movies Francis Ford Coppola always dreams of making that John Hughes couldn't even conceive of

Gilbert focussed his attention on creating the mythical Mexican village of Palomar with a series of stories that go under the collective title of Heartbreak Soup His cast that ranges from Tonantzin who set herself on fire in protest against the world's starving to Luba owner of the local cinema and mistress of the bath house It's a rich and complex (but not difficult) collection of tales that weave together with all the myth and magic of Mexican folk tales and comic fantasy

NEAT STUFF

Then there is Jaime Tank Girl Hewlett and Phillip Wired World Bond s favourite comic *Neat Stuff* (quarterly b/w) by Peter Bagge a humour comic that contains some of the funniest and most accurate comedy of the previous decade Bagge concentrates his vision on the loonies who populate the Great American suburbs For instance The Bradleys Mom Pop Buddy Babs and Butch the all-American family spiteful small-minded petty and hysterical A picture of a group of people held together by nothing more than blood they don t like each other at all When they erupt Bagge s cartooning does hallucinatory cartwheels his characters distorting into hilarious visages of shark s teeth and evil popping eyes

SINNER

Sinner (quarterly b/w £1 95) by Jose Munoz and Carlos Sampaya mines the more familiar territory of the private eye Originally taking its cues from the hard boiled pulp of Raymond Chandler and Dashiell Hammett Sinner has developed into an investigation of the Big City any city any place but New York The deadbeats the drunks the panhandlers the lost and the lonely all get a look in as Alack Sinner tries to come to terms with his own devils as well as those of the city he loves to hate

Love and Rockers graphic novels
Mechanics by Jaimie Hernandez
Love and Rockers by Jaimie Hernandez
Heartbreak Soup by Gilbert Hernandez
Duck Feet by Gilbert Hernandez
Human Diasrpahism by Gilbert Hernandez

All Titan Books £5 95

From Sinner

Joe s Bar (Titan Books £7 95) by Jose Munoz and Carlos Sampaya

Taken from Neat Stuff

The Bradleys (Fantagraphics Book s £6 50) by Peter Bagge
Studs Kirby (Fantagraphics Books £6 50) by Peter Bagge

DA REVIEW BIT

NIGHT BREED #1
Epic Comics

This is an adaptation of the forthcoming horror shocker from Clive Barker and if rumours are true it seems as if the comic may do better than the movie itself This is a shame though because the film looks as if it could be truly stunning whereas John Wagner Alan Grant and Jim Baikie s version falls very short of the mark we have come to expect from comics with Mr Barker s name attached

It s not as if it s bad just when compared to some truly horrific tales like Hellblazer and Sandman Night Breed owes far too much to the gore aspect than the ability to shock the mind Also Jim Baikie s artwork does not lend itself to this side of the comic industry

Not so much as let down more a third buy after Hellblazer and Sandman
RH

75%

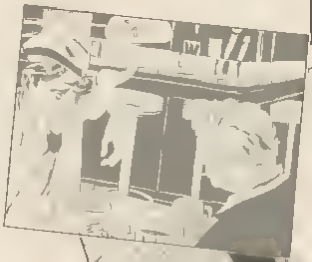
A1 #3
Atomeka Press

Being edited by two of the industry s most respected comic strip artists Garry Leach and Dave Elliott there is can be no doubt that the quality inside this compilation of short strips will be very high indeed

There are strips inside from such outstanding members of the trade as John Bolton Eddie Campbell and Glenn Fabry but the whole issue for me is made by a truly excellent Bajeffries by Alan Moore and Steve Parkhouse it is everything that mature comic strip humour should be The Brian Bolland Actress and the Bishop is also by far one of his best pieces of work since his old days on Judge Dredd

Maybe a tad expensive at £3 50 but by far the best way of acclimatising yourself towards todays growing new wave style of stories
RH

92%



RIPPER #1
Arcet

Barry Blair is best known for his adults only title Leather and Lace and perhaps on this showing anyway he should stay in the gutter Ripper is a female comic and can only be described as a joke.

See if you can imagine the idea behind this. A guy has someone very close to him murdered by street punks (in a rather brutal fashion) so he donnes a dark leather/PVC outfit together with cowl and vowes revenge on the scum who have done this deed. Now if that reminds you of a slightly more well-known dark knight then you may be pleased to know that the similarity ends there. I said may be because instead of leaving criminals tied up for the police this hero hacks chops slashes and maims his way through a plethora of sadly stereotypical black youths until you throw down the comic retching.
RH

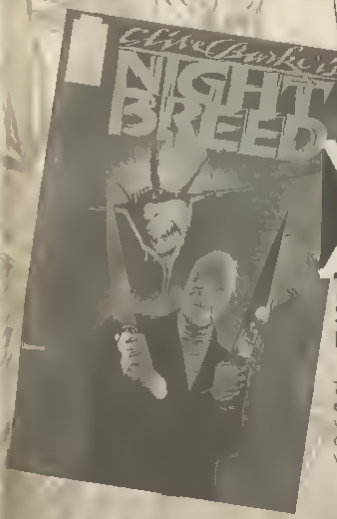
12%

MISTER X #7
Vortex Comics

Mister X is an acquired taste, but once found you find that it is a very satisfying taste indeed. It is one of the more abstract comics in todays market but this should not be seen as a damning comment. It is uncannily as easy to follow as say the latest Spiderman epic.

The artwork is in a striking form of mono and pencilled by D Israeli best known for his work on Timulo in Deadline. And this latest issue starts a new story where the bespectacled being gets to meet his maker.

I've never really had the desire to come across Mister X before but now that I have I feel that my head has been doused in the waters of enlightenment. I have converted and will Superman's underwear ever look the same to me again?
RH



91%

STALKERS #1
Epic Comics

There's this group of SAS style enforcers who not only had troubles with their battles against terrorists and the like but also inner conflicts within themselves. Now I can't help feeling that this is as original as the Turin shourd. It seems to me that Epic (a subsidiary of publishing giant Marvel) is trying to cash in on the violence/Punisher boom (Boom with a capital Oom). There is nigh un blood from cover to cover and although the artwork looks like a cross between Klaus Janson and Bill Sienkiewicz there seems to be no intention to make this of Epic Comics usually high quality.
RH

All Comics supplied by Colonity Comics 160 Station Road Harrow HA1 2RH

56%

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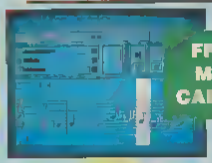

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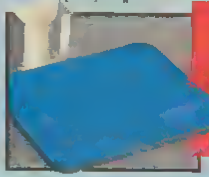

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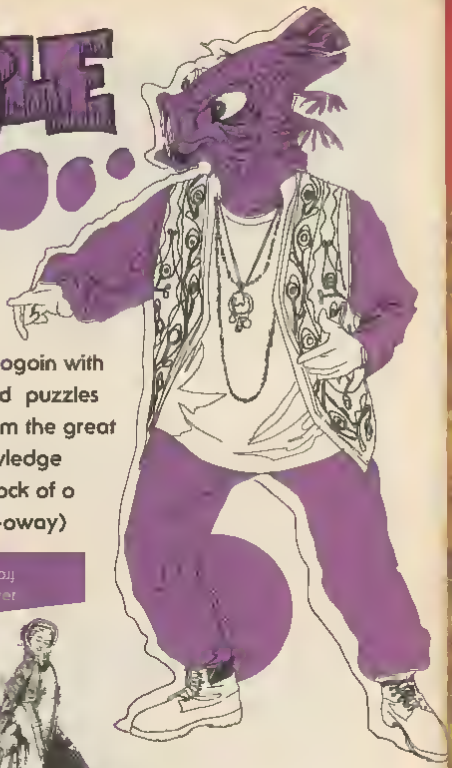

Here I gloop ogoin with more splendid puzzles ond jokes from the great bowl of knowledge (round the bock of o Chinese toke-oway)

What do you get if you hit a fish with a mallet?
A rather messy mallet!

Join Up the Dot

Can you join up the dot to find a rather famous creature?

Answer A flea (or an elephant from a very long distance!)

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Can you spot the differences in the two pictures above!

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Answer Nope we couldn't either!

Why did the chip shop fish have to give up boxing?
He was battered!

Billy was sent to the shops by his mother to buy a loaf of bread a pint of milk a large tin of biscuits and a bottle of fairy liquid but when he got there he had lost the shopping list What did he get?

Answer A thick ear when he got home!

What s the difference between a cat and Judge Pickles?
One licks it s paws the other picks his laws!

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